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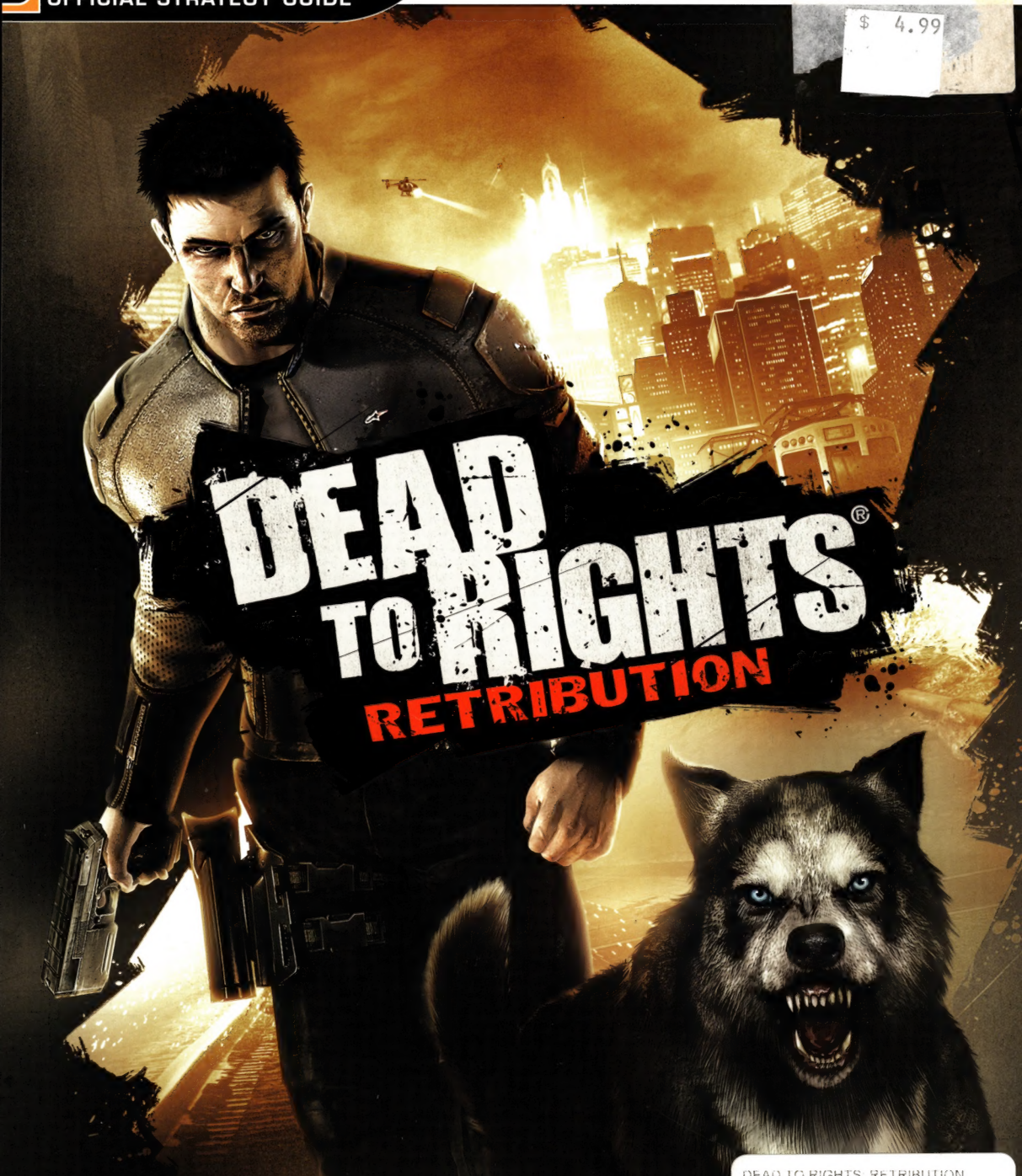

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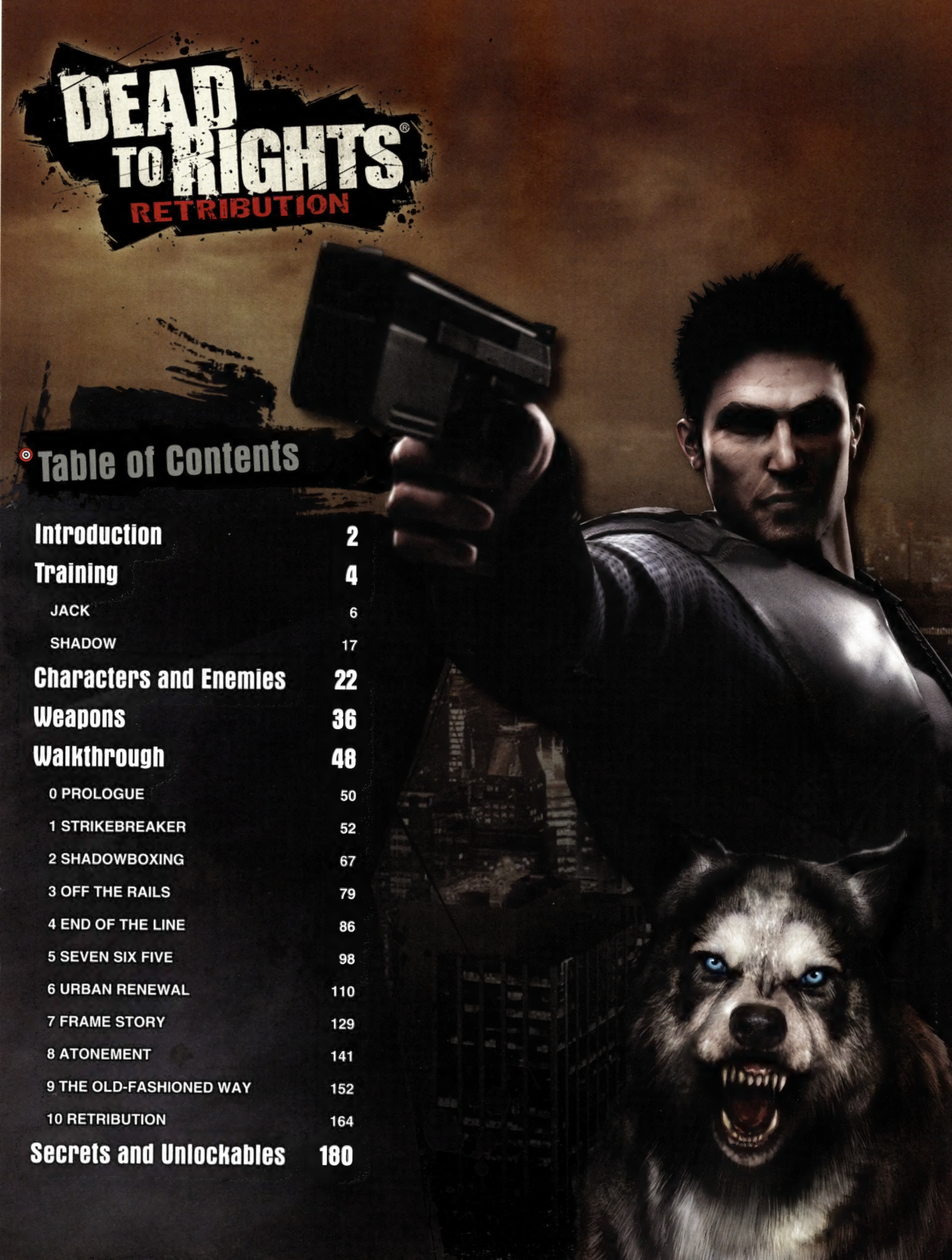

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Welcome to Grant City

Grant City has its roots in the last great gold rush. Starting as a hillside mining community, the sudden influx of gold capital spawned a sprawling city, which quickly gathered a reputation for vice—the very best in drink, drugs, prostitution, and frontier violence.

As the gold dried up, the city turned to shipping industries, and then to iron and steel for income. In their turn, these industries too dried up. Grant City became a scrap yard—but the reputation for vice and violence remained.

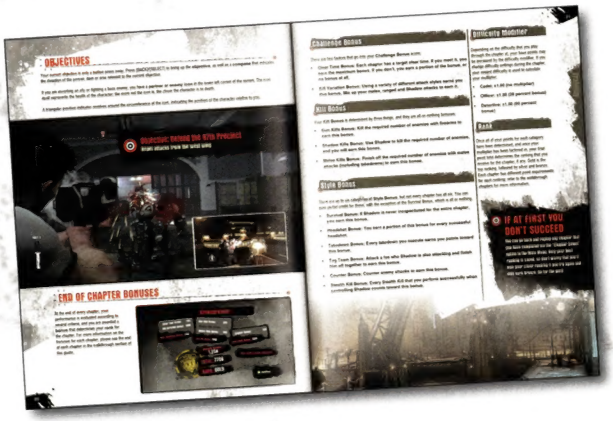
As last embers of the city's greatness began to dwindle, Temple Networks began an aggressive campaign lamenting the state of Grant City. Unfortunately, Grant City's decay has advanced past the point where words can restore its glory, and the pen is nowhere near as mighty as the sword.

How to Use This Guide

Thank you for purchasing BradyGames' official strategy guide to *Dead to Rights: Retribution*. This guide is designed to provide you with all of the tips, tricks, strategies and skills necessary to guide Jack Slate and Shadow through their quest for retribution.

The guide is divided into five major sections:

TRAINING



The Training section of this guide teaches you every technique that you have at your disposal when controlling either Jack or Shadow. From the most basic movement commands to the most advanced combo strikes and stealth techniques, these are the skills that you will have to depend upon to get you through to the end of the game.

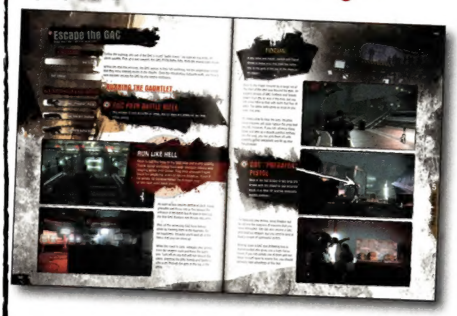
CHARACTERS AND ENEMIES

Grant City is populated with a wide range of diverse characters, some of whom have the best interests of the city at heart, and some of whom thrive in the chaos and have no intention of ever letting it reclaim its former greatness. And sometimes, the line between the two is blurred. This chapter gives you background information on those who will help you in your mission and intelligence on how to eliminate those who will stand in your way.

WEAPONS

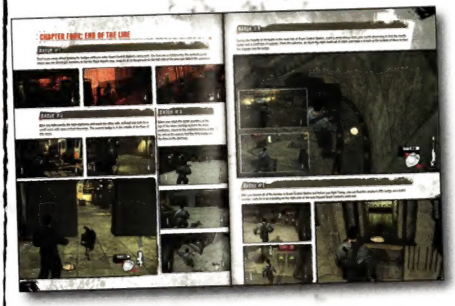
There are over 20 weapons that Jack can use over the course of his story—and that will be used against him. Each one has its own unique advantages and drawbacks. This chapter helps you determine the best tools for the job at hand.

WALKTHROUGH



Dead to Rights: Retribution is divided into ten chapters, plus a Prologue and an Epilogue. The walkthrough chapters of this guide tell you which enemies you will face, how to overcome them, what weapons are available and what you need to do in order to score the highest ranking possible.

SECRETS



Finally, to truly complete *Dead to Rights: Retribution*, you must collect 50 police badges hidden across the ten chapters, plus earn every Xbox 360 Achievement or PlayStation®3 Trophy.

TRAINING

Training

At various points in the course of** Dead to Rights: Retribution, **you will control either Jack Slate or Shadow. Each has a unique set of abilities and attacks that you will need to rely upon to overcome your adversaries.

Jack Slate

Jack is equally dangerous with his fists or the firearms that he takes from fallen foes. He can also absorb a great deal of punishment and heal from it quickly. However, Jack also attracts attention wherever he goes—the silent approach has never been one of his strong suits.

MOVEMENT

JACK SLATE MOVEMENT CONTROLS

Command	X360	PS3
Walk	Push L slightly	Push L slightly
Run	Push L fully	Push L fully
Sprint	A+L	✕+L

L/L is used to control Jack's movement. Push it slightly in a direction to cause him to **walk** slowly in that direction. Push it further to cause him to **run**.

You can also make Jack **sprint** by holding down the action button (A/✕) while you push L/L. Jack can throw punches and shoot a gun while walking or running, but not when he's sprinting. He's also less maneuverable when he's sprinting.

CONTEXT-SPECIFIC ACTIONS

JACK SLATE CONTEXT-SPECIFIC ACTION CONTROLS

Command	X360	PS3
Context-Specific Action	A when icon appears	✕ when icon appears

Jack is able to **interact** with some environmental objects, such as climbing ladders, opening doors, calling elevators, etc. The action button is used to execute all of these actions, as long as Jack is in the correct position. Press the action button when the prompt appears on the screen to perform the action.

IN A RUSH?

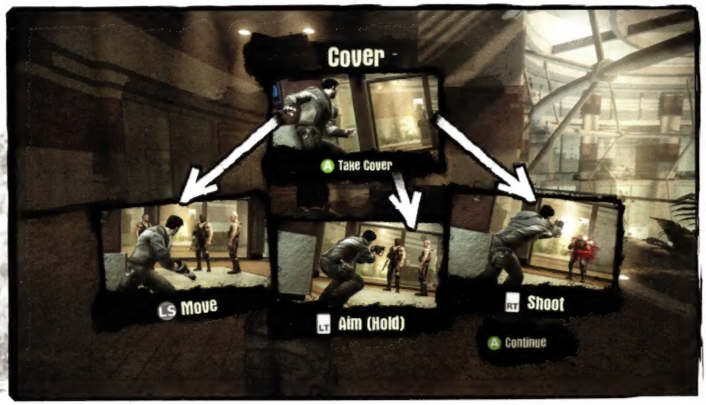
Jack can perform some context-specific actions simply by sprinting toward the object he needs to interact with. For example, if you sprint toward the bottom of a ladder, Jack will automatically leap up onto it when he gets close. An easy way to remember this is to remember that the sprint button is the same button as the action button.

USING COVER

JACK SLATE COVER CONTROLS

Command	X360	PS3
Take Cover	Ⓐ near cover	✕ near cover
Aim From Cover	LB+RB	L2+R2
Melee Attack From Cover	Ⓐ+L forward while in cover	✕+L forward while in cover

Jack can get behind just about any solid object and use it as **cover** from gun-toting enemies on the other side of it. Cover does not offer any protection against melee attacks, nor does it help out against enemies who are on the same side of the object as Jack.



Most objects that can be used as cover are solid enough to withstand heavy gunfire, but some objects—including furniture and thin metal or concrete barriers—will not hold up under prolonged fire. And the more powerful an enemy's weapon is, the more quickly it will destroy a cover object.

Also, keep in mind that there is a difference between simply standing with a solid object between you and an enemy and using that object as cover. The latter allows you to use the following actions; the former doesn't.

Taking Cover

To **take cover**, simply approach an object large enough for Jack to hide behind and press the action button to snap to cover. You can also sprint toward cover, and Jack will automatically snap to cover as soon as he reaches it.

Aiming From Cover

You can move Jack laterally (right and left) along cover. When he's at the edge of cover, you can **aim from cover** by holding LB/L2. The advantage of aiming from cover is that you can release LB/L2, and Jack will snap back behind cover, a handy trick if enemy fire is heavy.

Breaking Cover

To **break from cover**, simply pull L/L back to cause Jack to walk away from cover. If there is another nearby object that can be used as cover to the right or left, push L/L in that direction and press the action button to cause Jack to sprint to the new cover with his head down.

Melee Attack From Cover

If you are behind cover, and there is an enemy on the other side of the same object, you can push L/L forward toward that enemy and press the action button to **leap over the cover object and kick the enemy in the head**, stunning him. This only works if the object is short enough for Jack to leap over.

MELEE COMBAT

Jack is a formidable hand-to-hand combatant, with impressive **melee combat** skills. Mastering Jack's melee combat skills is essential, because unlike a gun that can run out of ammo, Jack always has his fists and feet at the ready.

Striking

JACK SLATE STRIKING CONTROLS

Command	X360	PS3
Light Strike	Y	△
Heavy Strike	B	○
Blockbreaker	Y+B	△+○
Aim Strikes	L	L

Most of Jack's offensive maneuvers involve **striking** with his fists, feet, knees and elbows.

LIGHT AND HEAVY STRIKES

Most of Jack's striking attacks are either **light or heavy strikes**. Light strikes do less damage, but they're extremely fast and hard to dodge or counter. Heavy strikes are slower, but they inflict greater damage.

COMBOS

Chaining together strikes into **combos** is the secret to effective melee combat. There are 17 different combos that Jack can use in combat:

STRIKING COMBOS

Combo	Strikes
1, 2, 3	Light, Light, Light
Reasonable Force	Light, Light, Light, Blockbreaker, Blockbreaker
Iron Mike	Light, Light, Light, Heavy, Light, Heavy, Heavy, Blockbreaker
Blunt Trauma	Heavy, Light, Light, Light, Blockbreaker, Blockbreaker
By The Book	Heavy, Light, Light, Heavy, Heavy, Blockbreaker
On The Ropes	Heavy, Light, Light, Heavy, Blockbreaker
Barney Style	Light, Heavy, Blockbreaker
Brute Force	Light, Heavy, Heavy, Blockbreaker
Double Up	Heavy, Heavy
One Man Army	Heavy, Heavy, Light, Heavy, Blockbreaker
Born To Fight	Heavy, Heavy, Light, Blockbreaker
To Be Frank	Heavy, Heavy, Light, Heavy, Heavy, Blockbreaker
Front Line	Light, Light, Light, Heavy, Blockbreaker
Just One More Thing	Heavy, Light, Heavy, Blockbreaker
Worth Your Bolt	Light, Light, Heavy, Blockbreaker
Plan Of Attack	Heavy, Heavy, Light, Light, Blockbreaker, Blockbreaker
High Tackle	Heavy, Heavy, Blockbreaker

To execute combos properly, press the next attack command as the last one is landing. If you do it properly, your enemy should not be able to block any of your strikes if the first one lands.

BLOCKBREAKER

Jack's most powerful strike is called a **blockbreaker**. Like the name implies, it cannot be blocked, so it's perfect to use against an enemy who refuses to drop his guard. It does have a significant wind-up, though, and a quick foe can counter-strike before you can let it go, so only use it against stunned or guarding enemies.

Enemies who are melee specialists (Union Enforcer, Black Hand Warrior, GAC Assault) fight more furiously after you hit them with a blockbreaker, so save them for the end of a devastating combo when you're reasonably sure that it will put them down for the count.

STRIKE DIRECTION

If Jack is surrounded by enemies, you can **direct his strikes** by pushing ⬆/⬇ in the direction of the enemy you want to hit while pressing the strike button. Not only does this keep him from getting beaten down when the odds are against him, it's also a great way to catch an enemy unaware and get him to drop his guard without having to resort to a blockbreaker.

GRABBING AN ENEMY

To **grab an enemy**, press A+X/✕+■. Weaker enemies can be grabbed at will, but more formidable foes will need to be stunned by a strike before you can grab hold of them.

An enemy will not simply stand in a clinch forever. If you don't make a move soon, they will struggle free.

Clinching

JACK SLATE CLINCHING CONTROLS

Command	X360	PS3
Clinch	A+X	✕+■
Pummel	Y or B in clinch	▲ or ● in clinch
Take Hostage	X	■
Throw/Kick	A	✕

Jack can also grab enemies and pull them into a **clinch**, from which he can strike them, throw them or take them hostage and use them as cover.

CLINCH STRIKES

While holding an enemy, you can **pummel them with clinch strikes** against them by pressing the light and heavy strike buttons. Not only does this inflict damage on them it also keeps them from breaking out of the clinch.

TAKING AN ENEMY HOSTAGE

A great advanced gunfighting technique is to **take an enemy hostage**. While you have them in the clinch, press Ⓧ/Ⓑ to bend them over and crank their arm behind their back. You can now walk them forward, using them as cover, and you can even use a firearm at the same time.

DIDN'T SEE THAT COMING

When you first take an enemy hostage, it confuses the other foes around you, buying you a few precious seconds to attack them before they can recover.

However, as with the clinch, enemies will not stay hostages for long if left to their own devices. If they start to struggle, pummel them with strikes to settle them down.

There are a couple of other limitations of holding an enemy hostage that you should be aware of: you can't use any melee attacks in this state (except to pummel your hostage into submission), and you cannot snap to cover either.

THROWS

If you have an enemy in the clinch, you can **throw** them in a direction by pushing ⓛ/Ⓡ in that direction and pressing the action button. This is a great way to toss an enemy into an electrified environmental object or over a ledge to their doom.

If you have an enemy held hostage, you can **kick** them forward by pressing the action button. One excellent application of this technique is to kick them forward into a group of enemies, using them as a battering ram and scattering their allies for a couple of seconds while you unleash your next attack.

Defense

JACK SLATE DEFENSE CONTROLS

Command	X360	PS3
Block	Hold X	Hold ●
Dash	Hold X+L	Hold ●+R
Counter	Tap X	Tap ●

As important as a solid offense is, **defense** is equally crucial for Jack's survival. Depending on how it is used, X/● can cause Jack to block melee attacks, dash past them or counter a foe's strike.

BLOCKING

The simplest way to avoid taking damage is to **block** an enemy's strikes by holding down the block button. This will stop any light or heavy strikes from penetrating Jack's defense, provided that he's facing the striker. However, it will not keep a blockbreaker from ringing his bell.

DASH

Dashing allows Jack to glide past an enemy's strikes. It's particularly helpful when the fight is not going his way, and he needs to put some distance between himself and his opponent while he heals.

Dashes are most effective when they are performed just as an enemy starts an attack. They are also a reliable way to avoid blockbreakers, if you've been blocking the enemy's other strikes—just keep the block button held down, and move L/L when you see your foe wind up for a blockbreaker.

COUNTER

Countering is an advanced technique that requires precise timing, but if you can become comfortable with it. you will always have any enemy at your mercy in melee combat.

To counter effectively, tap the block button as soon as you see your foe begin his attack. Instead of blocking, Jack parries the strike and hits back with a counter-strike, stunning the enemy and leaving him open to a follow-up attack.

Special Moves

Finally, Jack has a pair of special moves that can finish off a foe in a hurry: disarms and takedowns. Both of these are executed with the action button when the proper prompt appears on the screen.

DISARM

To perform a **disarm** against Union or Black Hand enemies, Jack has to get close enough to a gun-wielding enemy and press the action button when the disarm prompt appears. This not only results in Jack stealing his foe's gun, it also lines up the enemy for a headshot for a brief moment.

More formidable GAC enemies must be beaten up a bit before the disarm icon appears. If Jack attempts a premature disarm, he gets a counter-strike for his over-eagerness.

If Jack already has the weapon that he takes in a disarm, it adds ammunition to his supply. If Jack does not have the weapon in his possession already, he drops the pistol or rifle that he's equipped with and takes possession of the new one.

TAKEDOWN

If Jack lands combos successfully, he stuns and weakens his opponent and leaves him open to a **takedown**. Press the action button during the split second that the takedown icon is on the screen, and Jack finished off his adversary in a brutally gruesome fashion.

RANGED COMBAT

JACK SLATE RANGED COMBAT CONTROLS

Command	X360	PS3
Pick Up Weapon	Hold RB	Hold L1
Reload Weapon	Tap RB	Tap R1
Select Firearm	◁▷	✣
Select Grenade	◁▷	✣
Aim	LT+R3	L2+R3
Fire	RT	R2

Although Jack's formidable melee skills will carry him through most situations, there are times when they aren't enough—like when an enemy is out of reach or encased in heavy armor. That's when Jack's military and SWAT firearms training comes into play.

Acquiring Firearms

Jack can't possibly carry enough bullets with him to take out every enemy he has to face. Fortunately, he's pretty good at improvising and using his foes' weapons against them.

In addition to his ability to **disarm** enemies (as seen previously), Jack can also **pick up** the weapons left behind by fallen foes. To pick up a weapon, simply walk over to it and hold RB/L1.

Weapon Selection

Jack has only two **weapon slots**, which means he can only carry two firearms on him at a time: one pistol and one rifle. Pistols are any one-handed firearm, including revolvers, semi-automatic pistols and small submachine guns. Rifles are two-handed firearms and include assault rifles, shotguns and rocket launchers.

BOMBS AWAY

Jack can also carry up to three grenades. Access his grenades by pressing ◌.

If Jack is already equipped with a particular type of weapon, he automatically adds ammunition to it whenever he walks over a dropped version of the same weapon. If he picks up a different type of weapon from the same category, he drops the previously equipped weapon and adds the new one to his inventory.

To **toggle between pistol and rifle**, press ◌.

Aiming and Firing

No matter how powerful a firearm is, it's useless unless you can **aim and fire** it effectively.

TARGETING RETICLE

Jack's **targeting reticle** (also known as crosshairs or gun sight) appears in the middle of the screen whenever he has a weapon equipped. The color of the reticle provides information about what it is currently aimed at:

- **Red means that Jack is aiming at an enemy.**
- **Green means that Jack is aiming at an ally.**
- **White means that Jack is not aiming at anything; don't fire until you make the proper adjustments and the reticle turns red.**

Under normal circumstances, the reticle is just a tiny dot in the middle of the screen. But when Jack **precision aims** (hold L1/L2), the view zooms in and the reticle grows larger and easier to see.

While aiming, Jack can still look around and move, but he does so much more slowly. For that reason, you should hold off on precision aiming until you have your target lined up.

CALL YOUR SHOT

The best way to minimize the amount of adjustment required while precision aiming is to line up the regular reticle with the target and then push the aim button. If you've done it right, the reticle should already be over the enemy, and you will be able to get a headshot with only a very minor adjustment.

HEADSHOTS

The fastest and easiest way to dispose of an enemy is to shoot him in the head. When you execute a **headshot**, the enemy instantly dies, no matter how much health he had. Time also slows down for a second or two to make it clear that you just achieved a headshot, and you earn some Focus (see following).

At the beginning of the game, every enemy you encounter is vulnerable to a headshot. However, as the game progresses and enemies come equipped with more impressive body armor, you will need to use heavier firearms to be able to score a headshot on them.

RECOIL

Holding in the trigger and spraying lead indiscriminately is a bad idea for several reasons. First of all, it's a great way to burn through ammo, leaving your clip dry when you most need it. And secondly, the **recoil** of the weapon will throw off your aim.

Recoil is the movement of the barrel that results from firing a weapon. Some weapons experience it more profoundly than others. If you don't readjust your aim after firing a weapon, its recoil will prevent you from hitting your target consistently.

RELOADING

If you fire your weapon until the clip is empty, Jack will automatically **reload** it when you try to fire it while it's dry. If you have no more ammunition for it, Jack throws the weapon away and switches to another one (if he has one).

However, it's much better strategy to manually reload by pressing RB/L1 whenever you have the chance. This ensures that you always have a full clip at the ready.

THROWING GRENADES

Throwing grenades uses the same aiming and firing commands as firearms do, but grenades travel in an arc, so you need to aim up and down to cause the grenade to land further or nearer.

A yellow "explosion" icon marks the spot where the grenade is supposed to land, but don't rely on that blindly. Remember that grenades can bounce off of overhead objects, and they still roll when they land. They're not precision munitions.

FOCUS MODE

Jack never has numerical superiority, but he has another trick up his sleeve that helps to even the odds: **Focus Mode**. When Focus Mode is engaged, time seems to slow down. Jack's attacks inflict significantly more damage, and enemy attacks don't hurt him nearly as much as they normally would.

Jack's **Focus Meter** appears in the lower left corner of the screen. Whenever he performs an advanced combat technique, he earns Focus. Advanced combat techniques include:

- **Headshots**
- **Takedowns**
- **Combos**
- **Counters**
- **Disarm & Headshot**
- **Jack & Shadow Tag-Team Kill**
- **Eliminating Non-Scout/Soldier Enemy**

To **toggle Focus Mode on or off**, press LB/LB. When Jack is in Focus Mode, his Focus Meter drops steadily. When it is empty, he automatically drops out of Focus Mode. You cannot activate Focus Mode without Focus.

Focus Mode is best used for clearing out large numbers of spread-out enemies, especially if they're behind cover or have you pinned down. It's also a good measure of last resort if you're overwhelmed and need to get to safety before you're shot to pieces.

Shadow

Starting in Chapter Three, Shadow is Jack's faithful canine companion. There are times when you control Shadow directly, but most of the time, you control Jack and can give limited commands to Shadow. Shadow doesn't have Jack's endurance or ranged attacks, but his stealth abilities are far beyond Jack's.

COMMANDING SHADOW

SHADOW COMMAND CONTROLS

Command	X360	PS3
Move to Targeted Location	◌	✥
Attack Targeted Enemy	◌	✥
Heel	◌	✥
Fetch Targeted Weapon	◌	✥
Scan Area	Hold ◌, Ⓑ	Hold ✥, ●

Shadow has a remarkably versatile command set, considering that all of his commands are executed with either ◌ or ◌.

To order Shadow to **move, attack or fetch**, position your reticle on the area that you want him to move to, the enemy you want him to attack or the weapon that you want him to fetch and bring back to you and press ◌. To order Shadow to **heel** and defend you, press ◌.

One of Shadow's most valuable abilities is to **scan the area** for weapons that he can fetch or enemies that he can attack. Hold ◌ and move Ⓑ to sweep the area. Even hidden enemies will be outlined in red, thanks to Shadow's sharp senses. Release ◌ over the object or enemy that you want to target, and Shadow will carry out the command.

MOVEMENT

SHADOW MOVEMENT CONTROLS

Command	X360	PS3
Walking	Push Ⓛ	Push ●
Crawling	Push Ⓛ gently	Push ● gently
Sneaking	Hold Ⓡ, push Ⓛ	Hold R2, push ●
Sprinting	Hold L1, push Ⓛ	Hold R2, push ●

When you have direct control of Shadow, **walking** and **crawling** are the same commands as running and walking are for Jack—the further you push Ⓛ/● in a direction, the faster Shadow moves.

And, like Jack, Shadow can **sprint**, although the command is slightly different—L1/L2+Ⓛ/● instead of Ⓐ/✕+Ⓡ.

However, Shadow has the ability to **sneak**, something that Jack lacks. Hold down the sneak button while moving to enter into Sneak Mode (see following).

ATTACKING

Shadow's only method of attack is his powerful set of jaws, and all of his offensive abilities are melee attacks. Pressing the action button near an enemy will cause Shadow to **attack** them, and pressing it repeatedly will **savage** them.

Shadow can also **knock over** a foe by sprinting straight at them. This doesn't do much damage, but knocking an enemy off of his feet leaves him vulnerable to a follow-up attack that cannot be resisted.

Shadow can also execute **Stealth Kills** when he is in Sneak Mode. For more information on Stealth Kills, read on.

SNEAK MODE

SHADOW SNEAK MODE CONTROLS

Command	X360	PS3
Sneak Mode	Hold LT	Hold L2
Bark	Y	▲
Drag Body	X	■
Stealth Kill	A	✕

Sneak Mode is Shadow's greatest strength. While sneaking, he is all but invisible unless nearby enemies are looking directly at him. He can also **track** enemies in two different ways: he can sense their heartbeats and follow their scent.

Sensing Heartbeats

Shadow's sharp sense of hearing not only allows him to detect the **heartbeats** of nearby enemies, he can even sense them through walls and other solid objects. Shadow must be in Sneak Mode to detect heartbeats.

The sound of their heartbeats indicates their alertness level as well. Enemies with a blue glow around them are unaware that anything is out of the ordinary. A yellow glow indicates that they heard something or have reason to be suspicious. And a red glow means that the enemy is on full alert, and Shadow's sneaking skills will no longer work.

Following Footprints

While in Sneak Mode, Shadow can also **follow footprints** and track enemies by smell. These glowing blue footprints are helpful for learning patrol routes, finding a clue for where to go next or simply to retrace your steps after stalking a foe.

Luring Enemies (Barking)

Sometimes an enemy is just out of the reach of Shadow's jaws, but going out to meet them would either sacrifice the element of surprise or expose Shadow to witnesses. In these cases, Shadow can **bark to lure enemies** over to him.

If Shadow is in Sneak Mode when he barks, he emits a muffled bark that only attracts enemies in the immediate vicinity. If he is not in Sneak Mode, his bark carries further, which may attract more attention than you want it to.

Stealth Kills

Like Jack's headshots and takedowns, Shadow also has the ability to finish off an enemy with one attack—the Stealth Kill. If Shadow successfully sneaks up behind an enemy or lures them around a blind corner, he can perform a Stealth Kill and take them out silently, before they can sound an alarm or fire a shot.

Whenever you are controlling Shadow, you should always attempt to perform Stealth Kills whenever possible. Remember, Shadow cannot absorb as much damage as Jack, and his attack range is limited. Eliminating enemies one by one so that they don't know how much trouble they're in is the safest way to go.

Dragging Bodies

In order for Shadow to maintain his stealthy advantage, you have to make sure that your enemies don't have any reason to become alarmed. That means avoiding the obvious (attacking enemies in front of other enemies, allowing an enemy to fire his weapon, crossing in front of an enemy, etc.), but it also means that you cannot let an enemy see the body of a fallen comrade.

Press ⊗/● near an enemy's body to start **dragging the body**. Hide it behind an object that will keep the body out of other enemies' lines of sight and press the button again to release the body. It should go without saying that you can't allow your enemies to see you dragging the bodies either.

HEALTH AND DAMAGE

Both Jack and Shadow indicate the **damage** that they take in the same way. They also **recover** from it in the same way.

Onscreen visual clues indicate the direction that you're being attacked from, as well as the amount of damage that you're suffering.

A **Damage Indicator** in the middle of the screen represents the direction of the attack—the 12 o'clock position means the attack is coming from straight ahead, 6 o'clock means it's behind you, etc. The more **blood that splashes on the screen**, the more damage you're taking. When the borders of the screen are bright red and the color is leeched out of the center of the screen, you are near death.

To recover from damage, simply **run away from whoever is attacking you**. After a few seconds of being out of combat, you will automatically recover from the damage and return to health.

Reviving Shadow

If you are playing as Jack and Shadow is incapacitated, he will remain that way until either the area is cleared of enemies or you **revive** him.

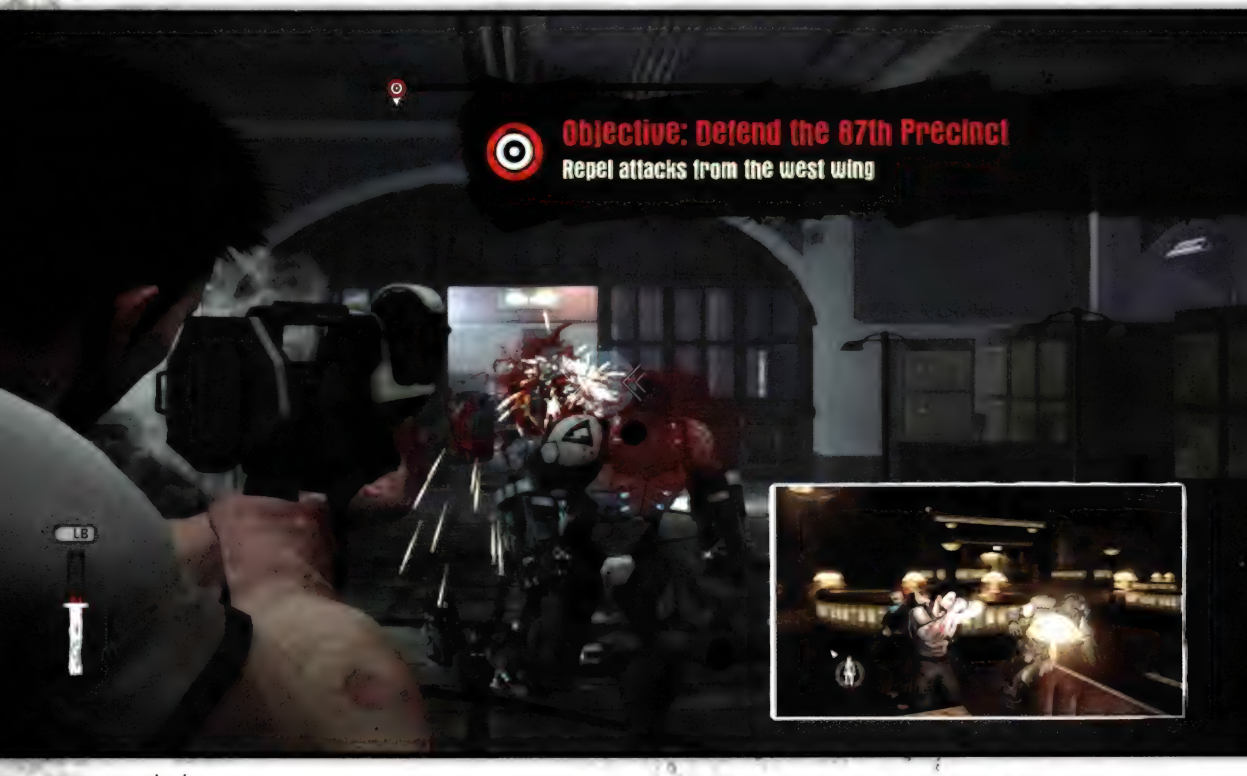
To revive Shadow, run up to him and hold down the action button. After a second or two, Shadow hops to his feet and is back in the fight, none the worse for wear.

OBJECTIVES

Your current objective is only a button press away. Press [BACK]/[SELECT] to bring up the **objective**, as well as a **compass** that indicates the direction of the person, item or area relevant to the current objective.

If you are escorting an ally or fighting a boss enemy, you have a **partner or enemy icon** in the lower left corner of the screen. The icon itself represents the health of the character; the more red the icon is, the closer the character is to death.

A triangular position indicator revolves around the circumference of the icon, indicating the position of the character relative to you.



END OF CHAPTER BONUSES

At the end of every chapter, your performance is evaluated according to several criteria, and you are awarded a **bonus** that determines your **rank** for the chapter. For more information on the bonuses for each chapter, please see the end of each chapter in the walkthrough section of this guide.

Challenge Bonus

There are two factors that go into your **Challenge Bonus** score:

- **Clear Time Bonus: Each chapter has a target clear time. If you meet it, you earn the maximum bonus. If you don't, you earn a portion of the bonus, or no bonus at all.**
- **Kill Variation Bonus: Using a variety of different attack styles earns you this bonus. Mix up your melee, ranged and Shadow attacks to earn it.**

Kill Bonus

Your **Kill Bonus** is determined by three things, and they are all-or-nothing bonuses:

- **Gun Kills Bonus: Kill the required number of enemies with firearms to earn this bonus.**
- **Shadow Kills Bonus: Use Shadow to kill the required number of enemies, and you will earn this bonus.**
- **Melee Kills Bonus: Finish off the required number of enemies with melee attacks (including takedowns) to earn this bonus.**

Style Bonus

There are up to six categories of **Style Bonus**, but not every chapter has all six. You can earn partial credit for these, with the exception of the Survival Bonus, which is all or nothing.

- **Survival Bonus: If Shadow is never incapacitated for the entire chapter, you earn this bonus.**
- **Headshot Bonus: You earn a portion of this bonus for every successful headshot.**
- **Takedown Bonus: Every takedown you execute earns you points toward this bonus.**
- **Tag Team Bonus: Attack a foe who Shadow is also attacking and finish him off together to earn this bonus.**
- **Counter Bonus: Counter enemy attacks to earn this bonus.**
- **Stealth Kill Bonus: Every Stealth Kill that you perform successfully when controlling Shadow counts toward this bonus.**

Difficulty Modifier

Depending on the difficulty that you play through the chapter at, your base points may be increased by the difficulty modifier. If you change difficulty settings during the chapter, your easiest difficulty is used to calculate your multiplier.

- **Cadet: x1.00 (no multiplier)**
- **Officer: x1.25 (25 percent bonus)**
- **Detective: x1.50 (50 percent bonus)**

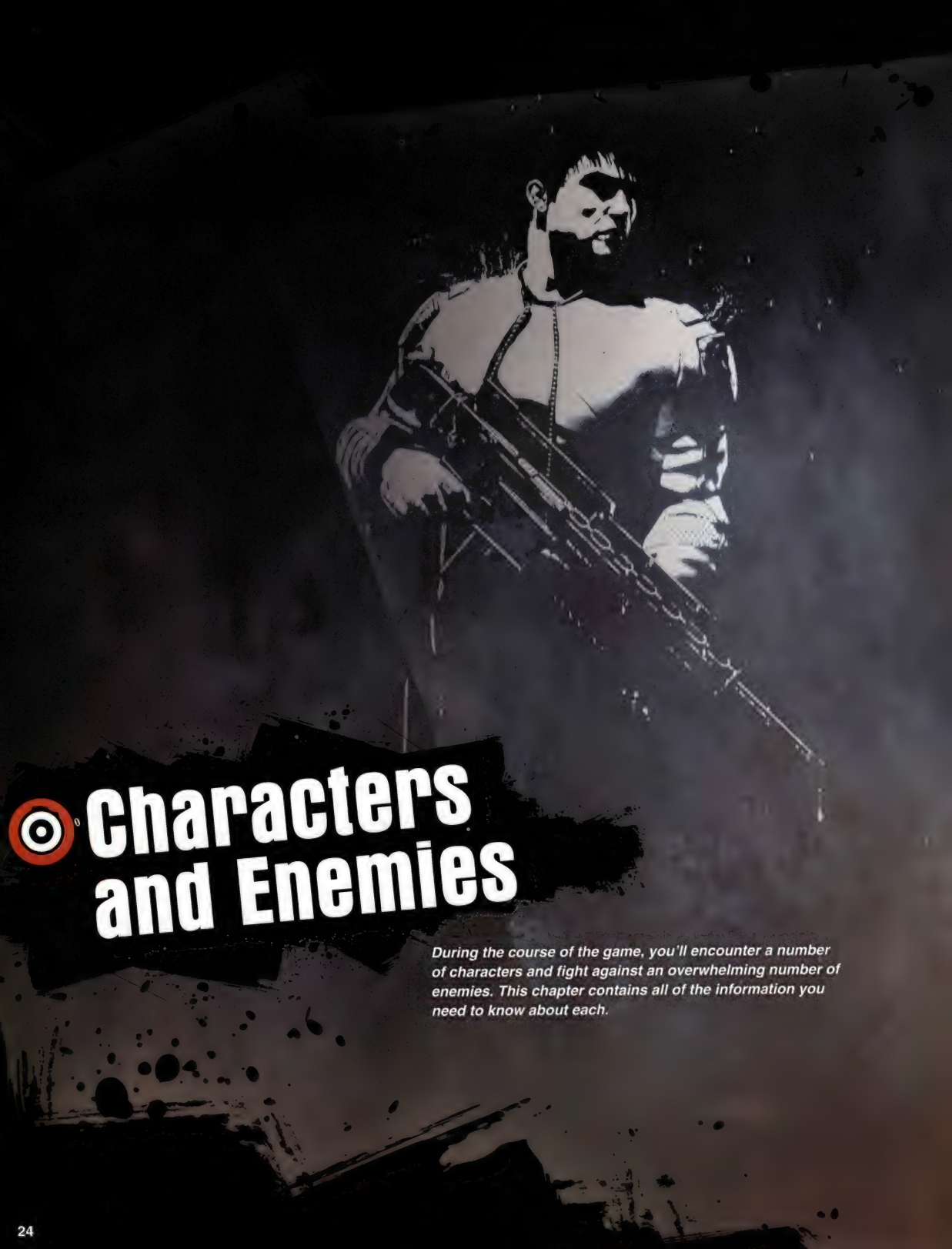
Rank

Once all of your points for each category have been determined, and once your multiplier has been factored in, your final point total determines the ranking that you receive for the chapter, if any. Gold is the top ranking, followed by silver and bronze. Each chapter has different point requirements for each ranking; refer to the walkthrough chapters for more information.

IF AT FIRST YOU DON'T SUCCEED

You can go back and replay any chapter that you have completed via the "Chapter Select" option in the Main Menu. Only your best ranking is saved, so don't worry that you'll lose your silver ranking if you try again and only earn bronze. Go for the gold!

CHARACTERS



Characters and Enemies

During the course of the game, you'll encounter a number of characters and fight against an overwhelming number of enemies. This chapter contains all of the information you need to know about each.

Characters

Jack Slate

As a vice cop in the Grant City Police Department, Jack is as close to the pulse of Grant City as anyone could get. A youth spent in the US Marine Corps has trained him to see Grant City as a war between the good guys and the bad guys. It has also given him a bold, direct approach to the seemingly endless army of criminals infesting the city—take down the bad guys, and deal with the flak later.

A combination of military training, hard life experience on the streets, and time with his father in GCPD's boxing ring mean that Jack is as comfortable taking out bad guys with his fists as he is with a gun.

Frank Slate

Jack's father and Shadow's owner, Frank Slate is a GCPD detective who has worked tirelessly for his entire career to keep Grant City as safe as he can. He remembers Grant City's last great days, and he works hard to try and save the city from itself. His life experience has taught him that circumstances can push anybody to extremes, and has made him more forgiving than Jack of people who've fallen into vice.

Although Frank only resorts to violence as a last resort, he is more than capable of defending himself—and with Shadow's protection, he is comfortably Jack's equal, even in his old age.

Shadow

A wolf/malamute cross, Shadow is too feral to become an official K9 cop—but that doesn't stop Frank relying on his flawless sense of smell and acute sense of hearing to back up Frank's detective instincts. Shadow is fiercely loyal to Frank, and when criminal investigation leads the pair into the company of folks who won't listen to reason, he is fast and lethal when he double-teams in a fight.

Despite this effectiveness, however, he is named for his greatest strength—when unnoticed by a violent criminal, he strikes from the shadows as a silent and deadly predator.

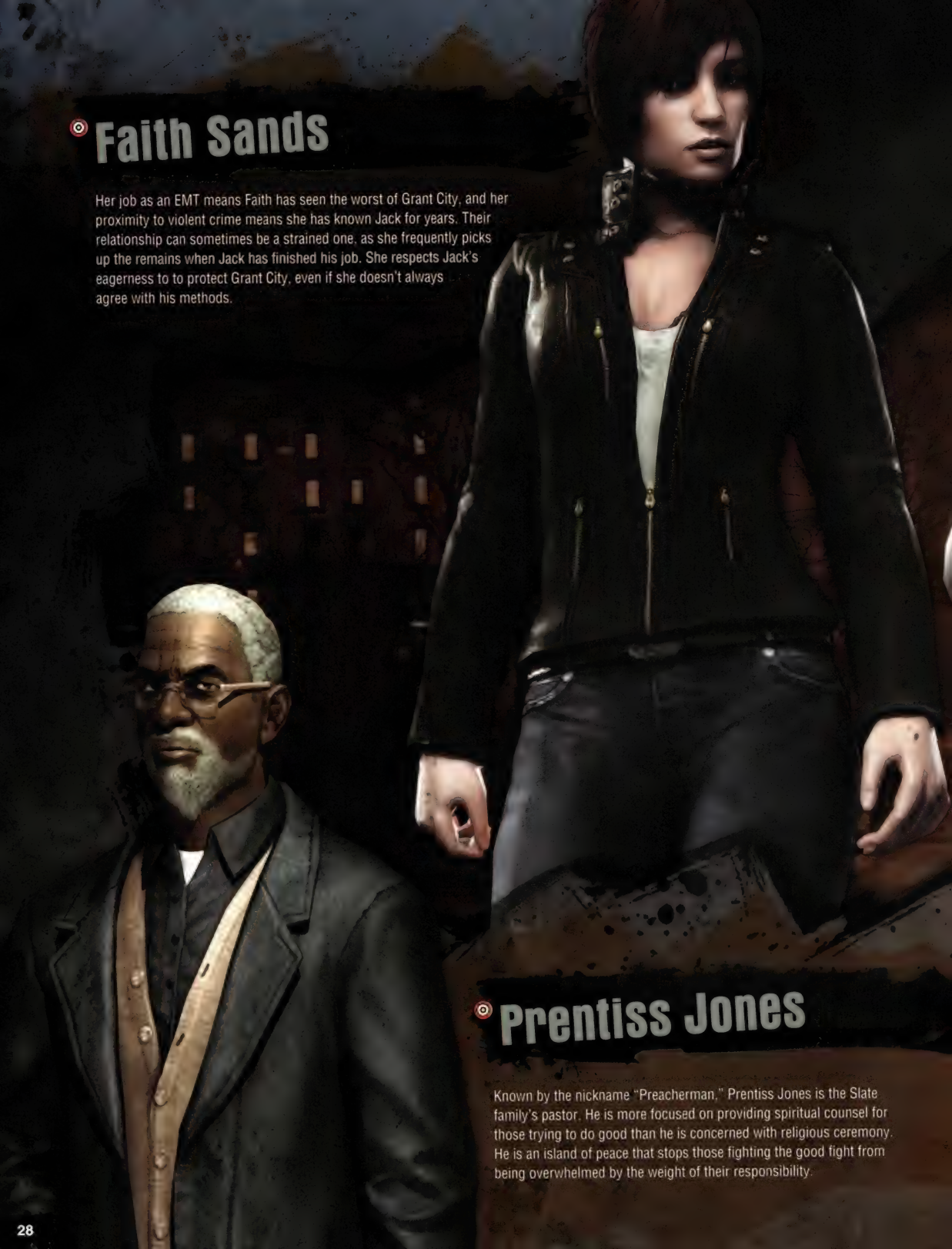
Captain Redwater

As captain of Grant City's SWAT officers, Redwater shares Jack's uncompromising view on crime. With access to GCPD's limited resources, he works tirelessly to try and out-think Grant City's criminals. He has a similar military past to Jack, and leads quick, decisive strike teams when lawbreakers show a weak point.

Before taking command of SWAT, Redwater was Frank's partner for over 30 years. Although their tactics contrast, Redwater can be relied on to cover Frank's back when he thinks Frank gets in too deep.

Captain Inness

Inness is Jack's captain in the underfunded GCPD. Although he tries as hard as he can to solve Grant City's crime problem using by-the-book tactics and limited resources, it's quite clear that his spirit has been broken by the rising tide of crime. When he looks at Jack, all he sees is a mountain of paperwork.



Faith Sands

Her job as an EMT means Faith has seen the worst of Grant City, and her proximity to violent crime means she has known Jack for years. Their relationship can sometimes be a strained one, as she frequently picks up the remains when Jack has finished his job. She respects Jack's eagerness to to protect Grant City, even if she doesn't always agree with his methods.

Prentiss Jones

Known by the nickname "Preacherman," Prentiss Jones is the Slate family's pastor. He is more focused on providing spiritual counsel for those trying to do good than he is concerned with religious ceremony. He is an island of peace that stops those fighting the good fight from being overwhelmed by the weight of their responsibility.

Julian Temple

One of Grant City's best known figures, Julian Temple is the owner of Temple Networks and an anti-crime activist. He is also the presenter for the network's flagship show, a live debate program called *Grant City Live*.

Marla Bales

Marla Bales is an on-the-spot reporter working for Temple Networks' GC News. She is part of a news crew specializing in reports on the crime spree raging through Grant City.

Enemies

The Union

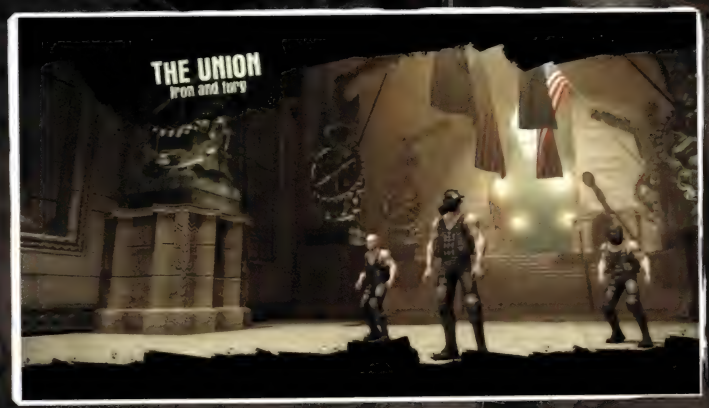
The Union is what remains of Grant City's once great workers' union. Economic collapse caused almost every industrial job in the city to dry up, and The Union deteriorated into a thuggish gang. They are growing increasingly aggressive and openly hostile to the capitalist success remaining in the city's central business district. They see the anti-crime message pushed by Temple Networks as an attempt to protect profit margins, and they are ready to make their stand.

UNION SCOUTS AND SOLDIERS

Union Scouts and Soldiers are the grunts that make up the backbone of the Union army. They are usually armed with the standard pistols and rifles that are too easily available on the streets of Grant City.

Individually, they are not much of a threat, but in larger numbers, they can pin Jack down in a crossfire or surround him in a melee combat beatdown. In these situations, disarm them or direct your melee attacks at each surrounding enemy to keep them off-balance.

The more heavily armored Union Soldiers can withstand more punishment than their relatively weak Union Scout allies, but neither wears anything to protect their heads, so headshots are easy to score against them.



UNION HEAVY SUPPORT

Union Heavy Support are a rarer Union foot soldier armed with Blackhill RPG Launchers that never seem to run out of rockets. If they catch a glimpse of Jack, they waste no time in firing a rocket at him, and even a near miss can be deadly.

Some Union Heavy Supports wear thick body armor fashioned out of the welding gear that they no longer have any other use for. This makes headshots impossible, so the only way to defeat them is to blast them or hit them until they can't take any more.

Jack's biggest advantage over Union Heavy Support is his speed. Because of their heavy weapons and armor, Heavy Support cannot move or react quickly.

UNION ENFORCER

Union Enforcers are former dockyard workers who are no strangers to Pier 6 brawls. Extremely dangerous melee fighters, they use powerful combinations of strikes and blockbreakers to shatter Jack's defenses—and a few of his bones while they're at it.

You cannot block a Union Enforcer's blockbreaker strikes, so focus on countering them instead, giving you an opportunity to follow up with light and heavy strikes of your own. Try to avoid using blockbreakers until you have inflicted significant damage, because Union Enforcers fight more quickly after being hit with one.

Union Enforcers also never use firearms. That means that they'll also rush you on sight and try to close the distance between you as soon as possible. But they are also completely unarmored, so open fire on them whenever you have the chance. Headshots and takedowns are the fastest ways to take them out.

UNION SNIPER

Union Snipers are sharpshooters armed with Viper V3 Sniper Rifles. They're deadly at long range, but they're not well armored, and they're weak melee combatants.

If any part of Jack's body is exposed to a Union Sniper, they will shoot it. To throw them off-balance, send Shadow to attack them, and then immediately take aim at them. As long as they don't take out either one of you, they're all but certain to go down without much of a fight.

RIGGS

Self-nominated leader of the Union, Riggs got his hands on second-hand military equipment to arm an otherwise disorganized band of thugs. He is very good at slipping out of trouble, and seems most interested in causing trouble. Riggs has been seen brokering deals with other criminal elements in Grant City.

FIGHTING RIGGS

Jack faces Riggs at the end of Chapter Six (Urban Renewal). Refer to that chapter of the walkthrough for details on the boss fight against Riggs.

Black Hand Triad

Descended from immigrant workers that founded Grant City's rail network during the Gold Rush, the Black Hand Triad is one of Grant City's oldest gangs. It had traditionally remained in the shadows, controlling Grant City's rail industries—until the economic crash that devastated Grant City weakened the old power structure.

A rebel faction of coke-addicted youths overthrew the Black Hand elders in the name of personal profit, and they are now registered as a legitimate threat on GCPD's radar. Frank Slate is investigating the changes that have brought then into the open.

TSENG

Tseng is the leader of the Black Hand Triad and the boldest of a new generation of ultra-violent Triad gangsters. Operating fearlessly out in the open, Tseng openly defies the Triad's shadowy traditions, executing GCPD cops without mercy or concern for retribution. He is also a deadly martial artist without peer.

FIGHTING TSENG

Jack faces Riggs at the end of Chapter Four (End of the Line). Refer to that chapter of the walkthrough for details on the boss fight against Tseng.

BLACK HAND SCOUTS AND SOLDIERS

Black Hand Scouts and Soldiers are the infantry of the Black Hand Triad. They have superior martial arts skills to Union Scouts and Soldiers, although they are not any more heavily armored than their Union counterparts.

Black Hand Scouts and Soldiers work together with each other using advanced combat tactics, and they move quickly. It is not unusual for each group of Black Hands to send a few martial artists ahead to engage Jack in melee combat and leave him open to enemy fire from those in the rear.

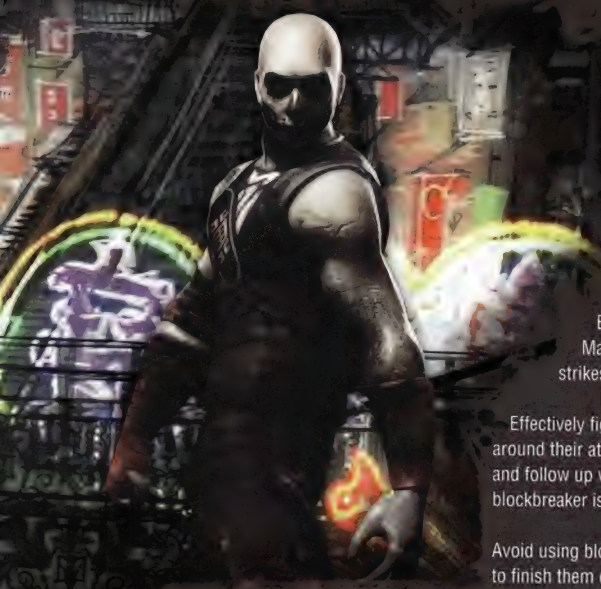
Although they are better melee fighters than Union Scouts and Soldiers, Black Hand Scouts and Soldiers don't generally wear thick armor, so headshots are still a viable option for eliminating them quickly.

BLACK HAND EXECUTIONER

Black Hand Executioners are the Triad version of Union Heavy Support. They move slowly and methodically, depending on their Blackhill RPG launchers to keep threats at bay and the body armor that they wear under their leather jackets to help them withstand any fire that they do take.

Ammunition is unlimited for Black Hand Executioners, so waiting for them to run out is not an option. They also tend to appear in pairs, which makes it even more challenging to take them down.

Because they move at such a deliberate pace, you have the advantage of being able to remain behind cover for a while before they reach you. That allows you to snipe them from a distance, which also gives you a crucial split-second to duck back behind cover as soon as you see them start to launch their rockets.



BLACK HAND WARRIOR

Black Hand Warriors are the elite melee troops of the Triad gang. Masters of deadly martial arts, they can unleash combinations of strikes that will leave Jack staggering, if he can stand at all.

Effectively fighting Black Hand Warriors means counter-fighting them. Dodge around their attacks and hit them from behind, or counter their blockbreakers and follow up with combos of your own. The best way to get them to attempt a blockbreaker is to keep your guard up.

Avoid using blockbreakers against Black Hand Warriors, unless you have a chance to finish them off with one. Like other elite melee enemies, Black Hand Warriors become even fiercer fighters once you hit them with a blockbreaker.

BLACK HAND ASSASSIN

Black Hand Assassins are Triad snipers who use Viper V3 Sniper Rifles to pick off Jack and Shadow from a safe distance. You will rarely have a chance to engage them in melee combat, so you should expect to have to counter-snipe them to take them out.

That also means that you can't usually send Shadow out to attack them, but that doesn't mean that your canine companion is useless against them. If a Black Hand Assassin has you pinned down and unable to peek out from behind cover, send Shadow running far away from your current position. When the Black Hand Assassin takes aim at Shadow, pop out and shoot him quickly before he can harm Shadow.

GAC

The Grant (City) Anti-Crime division is a proposed independent police force designed to support and replace existing ineffectual GCPD, and intended to strike at the heart of the most violent gangs in the city. In the face of rising crime statistics, this privatized taskforce is seen as an expensive but necessary cure for the sickness infecting the city.

GAC SCOUTS AND SOLDIERS

Although GAC Scouts and Soldiers are the grunts of the GAC's anti-crime initiative, they are better armed and equipped than most modern military infantry. Both have hardened body armor that resists even the most powerful firearms, and the reinforced helmets of GAC Soldiers make headshots difficult to achieve.

The GAC employ military-style tactics to advance on Jack and flank him in combat. Because they can absorb a significant amount of punishment, you need to work quickly to eliminate them. Focus Mode is extremely useful for taking them out in larger groups.

Disarming GAC Scouts and Soldiers is also an excellent strategy, since it also sets them up for a headshot with their own weapon. However, you need to land at least a couple of strikes against them before you can attempt a disarm.

Shadow can bring down a GAC Scout in one attack. A GAC Soldier will knock him away at least once, however, so tag team the Soldiers if you use Shadow against them.

GAC HEAVY SUPPORT

GAC Heavy Support are battlefield suppression specialists. Armed with GAC MP001 Autocannons or GAC UW5A RPG Launchers, they can lay down a wall of lead or rattle your fillings with rocket fire, all from inside the safety of their heavily reinforced battle armor.

Although you are faster and more maneuverable than GAC Heavy Support, they are quicker and more agile than they seem like they should be. And because of their sheer size and power, it is impossible to disarm them.

Explosions will knock GAC Heavy Support off of their feet, and long-range sniper fire will put them down for the count, after several rounds. But any way you choose to engage them, it's not an easy fight. However, the weapon that you can pick up from them once they are defeated makes it worth it.

GAC ASSAULT

GAC Assault are the GAC's elite melee troops, and unlike their Union or Triad peers, they come equipped with a flexible but solid system of body armor that significantly enhances their defense against firearms.

Not only are the GAC strong and skilled in bone-crushing combinations of melee strikes, they're also incredibly fast. Counters are the best way to open them up for attacks, but they're not easy to execute.

As with other elite melee troops, GAC Assault fight faster and more furiously once you hit them with a blockbreaker, so hold off on that powerful strike as long as you can. And even though their body armor will protect them against gunfire, it's still worth shooting at them as they race toward you, because it makes the eventual melee fight that much shorter.

GAC DEAD-EYE

The GAC sharpshooters known as Dead-Eyes are usually equipped with GAC .338 Sniper Rifle, one of the most powerful firearms in the game and capable of putting Jack or Shadow down for the count with just two or three rounds. In rare instances, Dead-Eyes are equipped with GAC UW5A RPG Launchers.

GAC Dead-Eyes lock onto your position more quickly than other snipers, so keep a sharp eye on the position of their blue laser sights. In situations when they are on ground level and firing from cover, one valuable tactic is to send Shadow after them while you distract them with covering fire. Shadow will have no trouble taking out a GAC Dead-Eye in one attack.

GAC TANK

GAC Tanks are the toughest non-boss enemies in the game. More of a mobile artillery unit than a soldier, Tanks are equipped with a dual-purpose cannon that can fire rapid-fire heavy machinegun slugs or explosive shells, depending on what the situation calls for.

The only way to bring down a GAC Tank is to destroy the yellow fuel drum on his back. The best way to do that is to send Shadow to attack him, and then target the fuel drum while the Tank turns to deal with Shadow. You can also snipe the fuel drum from a distance with a sniper rifle if Shadow is not available.

Do not remain in a GAC Tank's line of fire for any length of time, or you will be obliterated. Do not attempt to engage them in melee combat either. You cannot score takedowns or headshots or perform disarms against a GAC Tank, and they're faster than they seem.

However, as formidable as they are, GAC Tanks do have several important weak points. It takes them a second to spin up their minigun or load an explosive shell, so you can move between areas of cover safely when they're not shooting at you. They also cannot move and fire at the same time.

WEAPONS

CHANNEL 7
ANNEL 7

Weapons

There are over 20 different weapons for Jack to use against his enemies in** Dead to Rights: Retribution**. They are divided into three categories, one for each weapon slot in his inventory: pistols, rifles and grenades.

Pistols

Pistols are one-handed weapons and can be semi- or fully automatic firearms. They tend not to be as powerful as rifles, but they are versatile secondary weapons.

REDTAIL 9MM PISTOL

Damage
Range
Rate of Fire
Capacity
Accuracy

The Redtail is a basic, functional gun. It lacks stopping power and only fires as fast as you pull the trigger, but is common in Grant City.

BLACK POWDER PISTOL

Damage
Range
Rate of Fire
Capacity
Accuracy

The Blackpowder is loud, heavy and capable of punching through body armor, making it extremely popular with Grant City's gangs.

DIAMONDBACK SMG

Damage
Range
Rate of Fire
Capacity
Accuracy

The Diamondback's small size and high rate of fire make it a dangerous close range weapon, but it suffers from a low ammo capacity.

GAC "PREDATOR" PISTOL

Damage
Range
Rate of Fire
Capacity
Accuracy

Nicknamed the 'Predator', this semi automatic pistol is accurate and powerful, but is hampered by a relatively short effective range.

GAC BX4 BURST PISTOL

Damage
Range
Rate of Fire
Capacity
Accuracy

The BX4 fires an unusual four round burst. Recoil causes the later rounds to climb, so experienced users aim their shots low.

Rifles

The following weapons are all listed under the general category of "rifles," because they all occupy the rifle slot in Jack's inventory. Some of these weapons are not rifles, strictly speaking (like the RPG launchers and shotguns), but they are all two-handed weapons that pack a greater punch than most pistols.

CLYDESDALE SA12 SHOTGUN

Damage
Range
Rate of Fire
Capacity
Accuracy

Manufactured in Grant City, the SA12 is a deadly weapon at short range, making it popular with criminals and the GCPD alike.

NIGHTHAWK CARBINE

Damage
Range
Rate of Fire
Capacity
Accuracy

The Nighthawk is a powerful, fully automatic assault rifle, but suffers from recoil so short, controlled bursts can be more effective.

VIPER V3 SNIPER RIFLE

Damage
Range
Rate of Fire
Capacity
Accuracy

The V3 is a precision, single shot, sniping rifle. Unfortunately its telescopic sight is known to be delicate and is often removed by users.

GAC SB3 RIOT SHOTGUN

Damage
Range
Rate of Fire
Capacity
Accuracy

The SB3 fires shot through a short ranged and narrow area, and can be deadly in the close range engagements the GAC specialize in.

GAC PRTN BATTLE RIFLE

Damage
Range
Rate of Fire
Capacity
Accuracy

Although still fully automatic, the PRTN trades rate of fire for sheer stopping power. This weapon is popular for its reliability in the field.

GAC P1 ASSAULT RIFLE

Damage
Range
Rate of Fire
Capacity
Accuracy

The P1 trades damage per bullet for rate of fire. Inexperienced users can empty the magazine with a single burst and recoil is an issue.

GAC .338 SNIPER RIFLE

Damage
Range
Rate of Fire
Capacity
Accuracy

Although technically not a sniper rifle, the .338 is extremely accurate and long ranged, so it fills that role in GAC precision operations.

GAC MP001 AUTOCANNON

Damage
Range
Rate of Fire
Capacity
Accuracy

The Autocannon is the GAC's heaviest man portable weapon. It trades user mobility for devastating firepower and battlefield domination.

GAC SHOCK RIFLE

Damage: Variable

Range

Rate of Fire: Variable

Capacity

Accuracy

The GAC Shock Rifle is a neuromuscular incapacitation weapon. Tap the trigger for a quick burst shock or hold the trigger for a lethal blast.

BLACKHILL RPG LAUNCHER

Damage

Range

Rate of Fire

Capacity

Accuracy

The Blackhill is rarely seen on the streets of Grant City, but the least subtle gangs favor its damage potential and high intimidation factor.

GAC UW5A RPG LAUNCHER

Damage
Range
Rate of Fire
Capacity
Accuracy

Designed for use in urban warfare against light armor targets, the UW5A's High Explosive warheads are equally effective against infantry.

Grenades

Jack can carry up to three grenades on his person. All grenades are thrown in an arc, but each of the four grenade types performs a very different function in the field.

AP9 FRAG GRENADE

Damage
Range
Rate of Fire
Capacity Variable

The AP9 is a ubiquitous and effective anti-personnel, offensive grenade. They are commonly used with a 1.8 second timed fuse.

INC-196 FLASH GRENADE

Damage
Range
Rate of Fire
Capacity Variable

Designed to stun and disorientate opponents, flash grenades can severely degrade the combat effectiveness of anyone in the blast area.

TA-003 SMOKE GRENADE

Damage
Range
Rate of Fire
Capacity Variable

The TA-003 uses terephthalic acid to produce dense clouds of smoke, providing temporary concealment in a firefight.

GAC NMX SHOCK GRENADE

Damage
Range
Rate of Fire
Capacity Variable

Combining a charged electrical blast and concussion waves, the NMX Shock Grenade is a state of the art anti personnel weapon.

Other

There is only one other weapon that Jack can use in the game, and it's a mounted machinegun turret. This weapon cannot be removed from its mount or carried.

GAC HMG DEFENSE TURRET

Damage
Range
Rate of Fire
Capacity
Accuracy

Defense turrets are used to dominate certain strategic areas. They mount a Heavy Machine Gun and contain massive ammo reserves.

WALKTHROUGH

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2703
2703

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Prologue

Defend Jack

Jack is badly injured...stop the Black Hand from finishing him off!

ENEMIES

Black Hand Scout

WEAPONS AVAILABLE

Not applicable

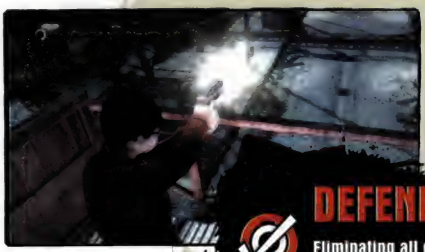
The game begins with a battered Jack Slate coming to the end of a boat trip down the Van Alen River. He can barely stumble off of the boat and onto the Chinatown dock.

Two Black Hands approach Jack as he lies helpless on the dock. Before they can inflict any more damage on him, Shadow leaps off of the boat and savages one of them. The other Black Hand runs off in a panic.

When the introductory cinematic ends, you take control of Shadow and must protect Jack by eliminating all of the Black Hands in the area. Start by holding down the Sprint button (LT for X360, L2 for PS3) to run down the fleeing Black Hand.

You can run directly into the Black Hand to knock him down, and then finish him off by pressing the Attack button repeatedly (A for X360, ✕ for PS3). You can also press the Attack button while sprinting at the Black Hand when the prompt appears on the screen. Continue pressing the Attack button to savage the Black Hand until he is no longer a threat.

Follow Jack as he limps along the Chinatown streets and stay close to him—two more Black Hands rush toward Jack at street level and open fire. Jack is badly injured, so you need to eliminate them quickly.



PLAN B

If you draw the attention of one or both of them, sprint at them and attack them head-on before they have a chance to do much damage.

The best strategy is to sprint directly toward the nearer Black Hand to knock him down, and then keep running and attack the Black Hand behind him. This keeps the first Black Hand from being able to shoot at you or Jack while you eliminate his friend. As soon as the second Black Hand is dead, return to the first one and finish him off.

As soon as you take out this pair of Black Hands, four more start shooting at you and Jack. One is at street level near a van with its headlights on. The other three are on an elevated walkway above street level.

You can eliminate the Black Hands in any order that you want, but this is the most efficient way to do it: Start by running along the side of the area toward the van's headlights. Staying under the elevated walkway protects you from most Black Hand fire.

Switch to Sneak Mode as you approach the van (R3 for X360, R3 for PS3) to see the ground-level Black Hand illuminated with a red glow. Sneak up behind him and press the Attack button to execute a Stealth Kill and eliminate him.

Next, quickly ascend the stairs to the elevated walkway near the Black Hand you just killed and switch to Stealth Mode to see two more Black Hands near you. If they are firing down at Jack, remain in Sneak Mode and execute Stealth Kills to take them out without incident.

There is another Black Hand on this elevated walkway as well. Use Sneak Mode to highlight and locate him, and then either sprint at him or sneak up on him to take him out.

When the three Black Hands on the elevated walkway are no longer a problem, get back to ground level as soon as possible, because three more rush Jack.

There's no time to be sneaky with these Black Hands—if you take too long, they'll beat Jack to death. Plus, once you execute a Stealth Kill on one of them, the others will be alerted to your presence immediately. It's best to charge them, knock them over, and then savage them to eliminate them.

Two final Black Hands that you need to defend Jack from pull up in a van as soon as you take out the last three. Sprint toward them and attack them to get rid of them.

DEFEND JACK!

Eliminating all of the attacking Black Hands completes this objective.

CHALLENGE BONUS CATEGORIES

Clear Time Bonus: 3000 pts if <5 minutes; 0 pts if >10 minutes

KILL BONUS CATEGORIES

Shadow Kills: 1000 pts for 10 or more

STYLE BONUS CATEGORIES

Survival Bonus: 1500 if Shadow or Jack is never incapacitated

Stealth Kill Bonus: 1000 for 5 or more

BADGE REQUIREMENTS

Bronze: 2000 pts
Silver: 3900 pts
Gold: 5900 pts

1 Strikebreaker

Save the Hostages! (Part 1)

Fight your way to the main foyer.

ENEMIES

Union Scout

Union Soldier

WEAPONS AVAILABLE

Not applicable

Your first objective is to keep any more civilians from being harmed by their captors. When the introductory cinematic ends, you take control of Jack. Proceed up the stairs and into the entrance hallway of Temple Tower.

ENTRANCE HALLWAY

Continue through the entrance hallway in the opposite direction that the panicked civilians are running. At the top of the next set of stairs, you encounter three Union Scouts. These enemies have no firearms for you to use against them, so you need to put them down for the count using melee attacks.

MELEE ATTACKS AND DEFENSE

Command	X360	PS3
Fast Attack	Y	△
Strong Attack	B	○
Guard Break	B+Y	△+○
Direct Attacks	L+Attack	L+Attack
Block	X (hold)	□ (hold)
Counter	X (press)	□ (press)
Takedown	A	✕

Only one of the three Union Scouts charges down to meet you, so beat him down before ascending the stairs and taking out the next two.

Keep going up the next set of stairs, where two Union Soldiers and a Union Scout rush you. The Union Soldiers are slightly tougher than the scout, but none of the enemies are armed. Hold the block/counter button to keep from taking heavy damage and use directed attacks to prevent the Union thugs from overwhelming you.

DIRECTING ATTACKS

Remember that pressing an attack button causes Jack to attack in the direction that he's facing. To attack enemies behind him or to the side, push L in that direction while attacking.

ATRIUM

ENEMIES

Union Enforcer

WEAPONS AVAILABLE

Not applicable

Proceed into the atrium, where a Union Enforcer waits for you. Union Enforcers are extremely tough individuals who use guard breaks to penetrate your blocks and beat you down quickly.

To beat the Union Enforcer, use combo attacks of your own against him (particularly the "Worth Your Bolt" light-light-heavy-guard break combo). As soon as you see him wind up for a guard break, press the block/counter button to counter it.

As you press the attack and chain your attacks together, you will have the opportunity to perform a takedown. When the takedown icon appears on the screen, press the takedown button quickly to finish off the Union Enforcer.

Jack finds a wounded security officer, who tells him that there are more civilians—and armed enemies—on the 15th floor. Up on the 15th floor, Riggs cuts the cable on an elevator full of hostages, sending it on a fatal plunge to the atrium floor.

TAKEDOWNS

Takedowns are not only the best way to finish off any enemy quickly, they also earn you a points bonus at the end of the chapter. Use combos to set up enemies for takedowns whenever possible, and never pass up an opportunity to perform one.

SAVE THE HOSTAGES! (PART 1)

Defeating the Union Enforcer completes the first phase of this mission.

Save the Hostages! (Part 2)

Take the elevator up and locate the balcony

ENEMIES

Union Scout

Union Soldier

WEAPONS AVAILABLE

Redtail 9mm Pistol

Clydesdale SA12 Shotgun

Diamondback SMG

When the cinematic ends, run up the stairs past the wrecked elevator to locate the door to the other, intact elevator. Enter the elevator, face the control panel and press the action button (Ⓐ/✕) to begin your 15-story ride to the upper atrium.

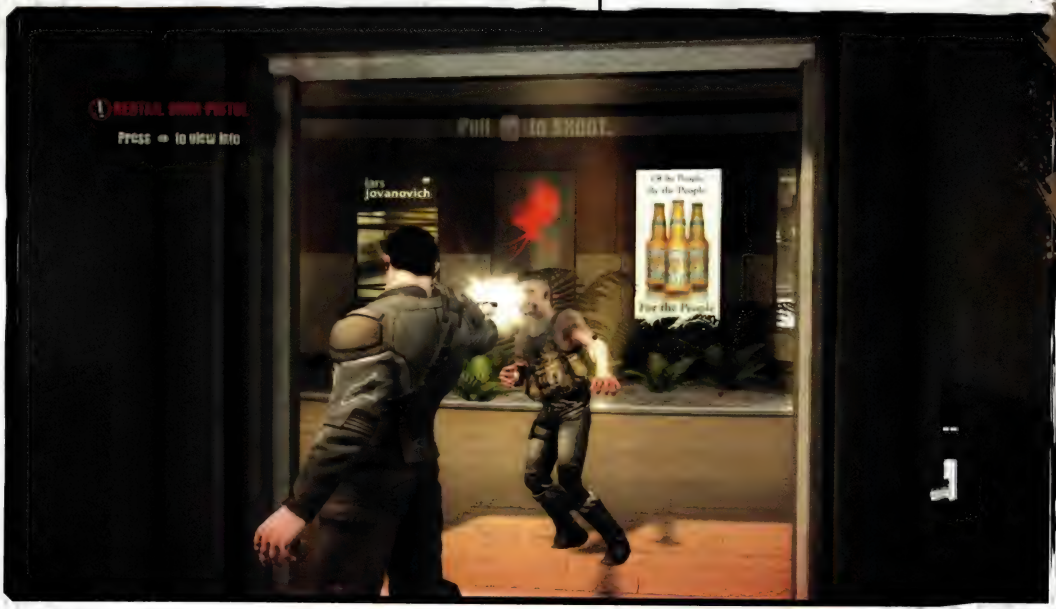
UPPER ATRIUM

As soon as the elevator door opens, you have the opportunity to perform a disarm against the Union Scout on the other side of it by pressing Ⓐ/✕ when you approach the Union Scout. Whenever you perform a disarm, you have a brief, perfect headshot opportunity—and, of course, you get to keep the enemy's weapon.

WEAPON ATTACKS AND DEFENSE

Command	X360	PS3
Disarm (when icon appears)	Ⓐ	✕
Select Firearm	◁	✣
Select Grenade	▷	✣
Aim	LT+Ⓑ	L2+○
Shoot	RT	R2
Reload	RB	R1
Pick Up Weapon	RB (Hold)	R1 (Hold)
Take Cover (when icon appears)	Ⓐ	✕
Peek Out From Cover	Ⓑ	○
Aim From Cover	LT+Ⓑ	L2+○

Be ready for a Union Soldier to rush the elevator as soon as you eliminate the Union Scout. You can use your newly acquired Redtail 9mm against him, or you can conserve ammo by using melee attacks to put him down for the count.



An armed Union Scout waits just beyond the first set of glass doors. Your best strategy is to pick him off with a headshot by aiming carefully with your Redtail 9mm. If you don't have any ammo left, rush toward him (by holding the action button) and go for a disarm.

There are seven more Union Scouts in the next section of the upper atrium, hiding among the pillars and large planters for cover.

If you don't have enough ammo to pick them all off, run toward a planter that a Union Scout is hiding behind. Press the action button when you reach it to leap over and kick him in the head. This gives you the opportunity to perform combo strikes against him or disarm him.

Move quickly but carefully between areas of cover to minimize your exposure to enemy fire. Pick up weapons from fallen enemies to use against ones that are still standing. The Redtail 9mm is recommended for long-distance headshots, while the Clydesdale SA12 is perfect for getting up close and personal.

THE BETTER PART OF VALOR

If your attack plan goes badly, and you wind up taking heavy damage, don't be afraid to run back to the elevator that you rode up in. Your enemies will probably not follow you, and you can recover from the damage before trying plan B.

When this section of the upper atrium is clear, take a moment to recover from any damage you've taken and pick up weapons and ammo from fallen foes. As you go through the next set of glass doors to the third section of the upper atrium, clinch commands appear on the screen.

CLINCH COMMANDS

Command	X360	PS3
Clinch	A+X	✕+●
Take Hostage	X	●
Throw	A+B	✕+○
Attack	Y or B	△ or ●

You don't have to use clinch attacks against the four Union Scouts or the Union Soldier in the next area, but it's good practice. Clinching an enemy and taking him hostage allows you to use him as cover while advancing through the area.

QUIT STRUGGLING!

Remember to smack your Union hostage around with the attack buttons if he starts to struggle, or he'll break free of your hold and give you something else to worry about.

You can also give the Union thugs a taste of their own medicine by clinching one of them near the guardrail that overlooks the atrium and throwing them over it to eliminate them immediately.

Go through the next set of glass doors to the fourth and final (for now) section of the upper atrium. There are two Union Scouts in here. Use any of the tactics you've recently learned to take them out.

FATALE MAGAZINE OFFICE

ENEMIES

- Union Scout
- Union Soldier
- Union Heavy Support

WEAPONS AVAILABLE

- Redtail 9mm Pistol
- Clydesdale SA12 Shotgun
- Diamondback SMG
- Nighthawk Carbine

FOCUS MODE

Every time you perform a skilled technique (headshot, takedown, counter, etc.), you earn Focus, indicated by a vertical bar in the lower left corner of the screen. Press the Focus Mode button (L3/LS) to toggle Focus Mode on or off. While Focus Mode is active, time slows down, Jack takes less damage, and his attacks do more damage.

When the upper atrium is clear, make sure that you are equipped with the weapons that you feel most comfortable with, and that your ammo supply is full. Enter the ironically named Fatale Magazine offices, where you get a quick tutorial on Focus Mode.

Use Focus Mode to pick off the Union Scout who has a gun to five hostages in the Fatale Magazine entrance.

The wide-open Fatale office is crawling with Union Soldiers and Union Scouts. Make good use of the cover and Focus Mode to pick them off. The Nighthawk Carbine is an especially useful weapon in this area when fired in short bursts.

SO LONG, SOFA

Although you can use the couches in the Fatale office as cover, they won't hold up to sustained gunfire, so don't linger.

Once you eliminate the first three Union Scouts and three Union Soldiers, a Union Heavy Support reveals himself. Armed with a Blackhill RPG Launcher, he fires lethal grenades at you from the balcony. If you stand still and are not behind cover, you will almost certainly wind up getting blown to smithereens, so stay hidden whenever possible. Remain in motion (preferably in Focus Mode) if you have to break cover.

On top of that, you also have to contend with a new wave of three Union Soldiers and three Union Scouts, all of whom either rush in from the balcony or take cover on the balcony near one of its three doors.

To eliminate the Union Heavy Support, use the overturned filing cabinet in front of the middle balcony door as cover. Stand up and quickly duck back behind cover to draw the Heavy Support's rocket fire, and then return aimed fire while he reloads. You can't kill him with a single headshot, but targeting his head inflicts severe damage.

Once the Heavy Support is critically injured, he runs away from the balcony doors, so you have to go out onto the balcony in order to finish him off. Clear out any remaining Union Scouts and Soldiers in the office, load up on weapons and ammo, and go out onto the balcony through one of the two side doors.

Pick off the Union Soldiers and Scouts as you move between areas off cover on the balcony. When you have a shot at the Union Heavy Support, take it. The Nighthawk Carbine is the ideal weapon for finishing off the Heavy Support from a safe distance, as long as you fire in quick bursts to preserve maximum accuracy.

When all of the enemies in the office and balcony have been neutralized, walk out into the middle of the balcony to find the last hostage on the 15th floor of Temple Tower.

SAVE THE HOSTAGES! (PART 2)

Finding the hostage out on the 15th floor balcony completes the second part of this objective.

Save the Hostages! (Part 3)

Escort the civilian to the studio elevator.

ENEMIES

Union Soldier

WEAPONS AVAILABLE

Redtail 9mm Pistol

Clydesdale SA12 Shotgun

Diamondback SMG

Nighthawk Carbine

Blackhill RPG Launcher

Jack has reached the final hostage on the 15th floor, and now he has to escort her to safety. She will follow Jack wherever he goes, as long as it is safe to do so, but be careful not to get too far ahead of her. An icon in the lower left corner of the screen indicates the civilian's position relative to Jack and her health.

FATALE MAGAZINE OFFICE

A handful of Union Soldiers rush into the Fatale Magazine office from the upper atrium. Grab the Blackhill RPG launcher from the fallen Union Heavy Support to blast them from the balcony before moving in through one of the side balcony doors and methodically eliminating all of the Soldiers and Scouts from behind solid cover.

Backtrack out of the Fatale office and be ready for the two Union Soldiers who charge in from the reception area as you exit.

Turn left as you exit the office and run clockwise around the reception area. This allows you to use a couch as cover against three Union Scouts that lie in wait for you just past the reception desk.

UPPER ATRIUM

ENEMIES

Union Sniper

WEAPONS AVAILABLE

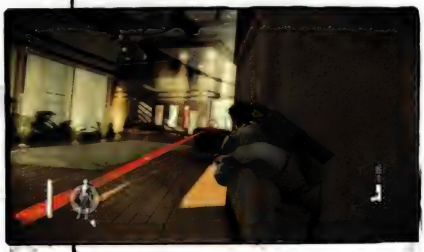
Clydesdale SA12 Shotgun

Diamondback SMG

Viper V3 Sniper Rifle

When you return to the upper atrium, a Union Sniper appears between you and the elevators at the end of the area. A near miss from the Sniper's rifle will critically injure you. A direct hit will kill you instantly. Remain behind cover as much as possible and watch the red laser beam of his rifle's sight at all times.

A Union Scout and two Union Soldiers patrol the area near the elevators as well. Pick them off from a distance if possible, but don't expose yourself to the Union Sniper for more than half a second.



When you have a shot at the Union Sniper, line up your reticule with his head before looking out from behind your cover. Quickly pop out, fire, and duck back behind cover. If you kill him with a headshot, proceed to the elevators. If not, repeat the process until you take him out.

Eliminate the remaining enemies around the elevators—and feel free to use the Union Sniper's Viper V3 sniper rifle if you'd like a bit of sharpshooting practice. Once the path to the elevators is clear, the civilian hostage runs to the elevator and safety.

DON'T GIVE HIM A TARGET

Remaining on the right side of the upper atrium as you face the Union Sniper is the best way to stay out of his line of sight. You can advance between the heavy planters and support pillars, using them as cover.

SAVE THE HOSTAGES! (PART 3)

When your escorted civilian hostage is able to ride the elevator to safety, you have completed the third part of this objective.

Save the Hostages! (Part 4)

Locate the TV studio.

ENEMIES

- Union Scout
- Union Soldier

WEAPONS AVAILABLE

- Redtail 9mm Pistol
- Diamondback SMG
- Clydesdale SA12 Shotgun
- Nighthawk Carbine
- AP9 Frag Grenade

The hostages on the 15th floor are safe, but there are still more being held in the TV studio on the 97th floor of Temple Tower.

To start your journey to the 97th floor, press the action button near the green button on the elevator that the civilian did not enter. Step into the elevator and press the action button again next to the control panel.

BROADCAST FLOOR

Be ready to activate Focus Mode as soon as the elevator doors open. Shoot the Union Soldier and Union Scout to rescue three security guards who they have lined up against a wall.

Every guard you save grabs a firearm from the ground and fights with you through the broadcast floor lobby, which is crawling with Union Soldiers and Scouts.

WATCH OUT FOR GRENADES

At least one of the Union Soldiers in the broadcast floor lobby is armed with AP9 Frag Grenades, which you can take from him once you eliminate him. But if you take your sweet time taking him out, expect to hear the telltale beeping of one as it's lobbed at you. Break cover and run away from the sound of the beeping, or your heroics will come to a sudden and explosive end.

Proceed through the glass door into the main section of the broadcast floor. There are several more Union Soldiers and Scouts in this section, and it's unlikely that all of your security guard allies will make it through here alive if you don't pick off the Soldiers and Scouts quickly.

There is one more section of the broadcast floor before the metal detectors near the stairs leading down to the TV studio. Eliminate the Union Soldiers and Scouts that defend the area, keeping a sharp ear out for the sound of thrown frag grenades, and then proceed through the metal detectors.

SAVE THE HOSTAGES! (PART 4)

Passing through the metal detectors on your way down to the TV studio completes the fourth part of this objective.

Save the Hostages! (Part 5)

Save Temple and the remaining civilians.

ENEMIES

- Union Scout
- Union Soldier

WEAPONS AVAILABLE

- Redtail 9mm Pistol
- Clydesdale SA12 Shotgun
- Nighthawk Carbine
- AP9 Frag Grenade

Riggs has Julian Temple held at gunpoint in Temple's own TV studio. If you don't get down there ASAP, Temple Tower will become its owner's tomb.

TV STUDIO

Go through the glass door to enter the upper floor of the TV studio lobby. Pick up the Nighthawk Carbine at the top of the stairs and pick off the two Union Scouts from the landing in the middle of the stairs. If you have any Focus at all, use Focus Mode to get the drop on them before they can execute their four hostages.

Fight your way into the TV studio control room, which is guarded by two more Union Scouts and a Union Soldier. When the area is secure, go through the glass door to the TV studio.

Jack gets the drop on Riggs, who detonates an explosion behind the news anchors' desk, tearing a hole in the exterior wall of the studio. Riggs leaps through the hole to the gantries that run along the exterior of Temple Tower's upper floors. Jack follows him in hot pursuit.

SAVE THE HOSTAGES! (PART 5)

The fifth and final part of this objective is complete when you save Julian Temple by bursting into the TV studio and sending Riggs fleeing to the gantries.

Pursue Riggs

Don't let him get away.

ENEMIES

- Union Scout
- Union Soldier
- Union Enforcer
- Union Sniper
- GAC Scout Undercover
- GAC Soldier Undercover

WEAPONS AVAILABLE

- Redtail 9mm Pistol
- Clydesdale SA12 Shotgun
- Nighthawk Carbine
- Viper V3 Sniper Rifle

The hostages are all safe, but Riggs has to answer for his crimes. Catch him before he can escape.

TEMPLE TOWER EXTERIOR

As you run up the first section of the gantries outside of Temple Tower, a Union Scout jumps out onto the gantry through the office window. Rush him to perform a disarm and eliminate him, and be ready to take out the Union Soldier who pulls the same trick a little further up the gantry.

Two more Union Soldiers lie in wait for you a little further up the gantry, as well as a mysterious new type of scout enemy who has advanced melee combat training. Shoot him if you can, but if you have to fight him in hand-to-hand combat, use strike breaks and counters to beat him.

IT'S A LONG WAY DOWN

If you're able to grapple the scout, you can walk him over to the edge of the gantry and throw him off the side of it to his doom. This is an excellent general strategy that you can use against just about any enemy on the gantries.

Waiting for you at the top of the gantries are a Union Soldier, another one of those new scout enemies and yet another mysterious new foe, who seems to be some sort of soldier. He has even more formidable melee attacks, so shoot him or fling him over the side of the building without delay.

When you reach the top of the gantries, take cover behind the vertical wooden pallet and fire at the orange tank ahead of you. The resulting explosion will clear out any enemies waiting in ambush for you.

Continue up the next set of stairs and take out the Union Soldier and mystery soldier that rush toward you. Another mystery scout waits for you just ahead. Use headshots, disarms and takedowns to eliminate them, because you'll want the Focus for what's coming up.

FALL BACK

It's easy to get overwhelmed in this fight, so remember that you can always fall back to the last set of stairs if it starts turning against you. There's no shame in a tactical retreat.

Pick off the mystery scout near the rooftop communications array and proceed down the stone path that runs parallel to the array to trigger another cinematic, in which Riggs calls for reinforcements.

When the cinematic ends, ***do not*** rush forward recklessly, because a wave of Union Scouts, Union Soldiers, mystery scouts and a Union Enforcer rush toward you. Target the Union Enforcer first and shoot him if possible; if you have to engage in melee combat, press the attack with combos and counters to set him up for a takedown.

GRAPPLE-PROOF

You cannot grapple the Union Enforcer, so you can't fling him off of the rooftop.

Use the low stone walls as cover as you methodically eliminate your enemies and advance through the area. Take out the nearest enemies first, and only proceed when you're sure that it is safe to do so. If you're carrying any AP9 Frag Grenades, this is your last, best chance to use them in this chapter. It's also an excellent opportunity to use some of that Focus that you've (hopefully) been storing up.

When the area with the low stone walls is clear of enemies, proceed through the gate at the end of it and take cover behind the air conditioning unit on the left side of the path just past the gate. This puts you in perfect position to take out a Union Scout who comes running down the stairs directly in front of you.

Go up those stairs and round the next corner carefully, because there's a Union Sniper just up ahead. When you see the red beam of his laser sight, backtrack back to the A/C unit. The Union Sniper will follow you, and you can pick him off easily, just like you picked off the Union Scout.

You can use the Union Sniper's Viper V3 sniper rifle against the Union Soldier who waits at the top of the next set of stairs, or you can simply approach the stairs to lure the Union Soldier and pop him when he draws near.

Continue up the stairs to reach the helipad, where a military-style gunship flies in to rescue Riggs. Riggs seems as surprised by the appearance of the gunship as Jack is, but he's not about to look a gift horse in the mouth. With an obscene gesture for Jack, Riggs hops on board and makes good his escape.

CHALLENGE BONUS CATEGORIES

Clear Time Bonus: 3000 pts if <20 minutes; 0 pts if >60 minutes

Kill Variation Bonus: 1000 pts max

STYLE BONUS CATEGORIES

Survival Bonus: 1000 if Jack is never incapacitated

Headshot Bonus: 1000 for 10 or more

Takedown Bonus: 500 for 5 or more

Counter Bonus: 500 for 5 or more

KILL BONUS CATEGORIES

Gun Kills: 500 pts for 10 or more

Melee Kills: 500 pts for 10 or more

BADGE REQUIREMENTS

Bronze: 2400 pts

Silver: 4800 pts

Gold: 7200 pts

2 Shadowboxing

Fetch the Key

One of the Union members must have it.

ENEMIES

Union Scout

Union Soldier

WEAPONS AVAILABLE

Not applicable

Jack returns to the Grant City Police Department station on 87th, where Captain Inness chews him out until the commander of the SWAT team, Captain Redwater, arrives stands up for Jack.

Jack meets up with his father, Detective Frank Slate, who tells Jack that he made the right moves at Temple Tower, but the mystery of who was backing Riggs and the Union won't be solved by gunfights alone. He invites Jack to accompany him and his near-feral canine companion, Shadow, to Milton, where he's working on a case involving the Black Hand gang. Frank thinks that it might be connected to Riggs somehow.

MELEE TRAINING

After Jack leaves Captain Inness' office and meets up with his father, they head down to the station gym and spar in the boxing ring.

This is an excellent chance to learn and practice melee combos in a completely safe environment. Simply perform the combos as they appear on the screen. When you are ready to continue to Milton, approach the ring bell in the corner of the ring and press the action button

Frank and Jack arrive in Milton, an industrial section of Grant City that has fallen on hard times and is now at the mercy of the gangs that roam its streets and alleys. Follow Frank and Shadow until you come to a locked gate. Frank orders Shadow to crawl through a hole in the gate and find the key that unlocks it.

WAREHOUSE—GROUND FLOOR

At this point, you take control of Shadow and must infiltrate a warehouse filled with Union Scouts and Soldiers in your search for the gate key. If the Union enemies see you, they will raise an alarm and shoot on sight, so you need to eliminate them discreetly as you proceed through the warehouse.

DOGGIE DAMAGE

Shadow can't take nearly as much damage as Jack can, so if the Union Scouts see you and open fire, run as fast as you can out of the area to recover.

SHADOW COMMANDS

Command	X360	PS3
Move	L	L
Look	R	R
Attack	A	✕
Sneak Mode	Hold LT	Hold L2
Sprint	Hold RT	Hold R2
Stealth Kill	A+LT	✕+L2
Drag Body	X	■
Bark (Lure)	Y	▲
Quiet Bark (Short-Range Lure)	LT+Y	L2+▲

From the gate, hold down the Sneak Mode button to sense the heartbeats of all nearby enemies—even enemies that are on the other side of walls. Blue enemies are completely unaware of your presence. Yellow enemies are on alert, and red enemies know that they are under attack and are ready to open fire.

The first Union Soldier is in the alley outside of the warehouse. Sneak up behind him and press the attack button when the Stealth Kill icon appears to finish him off silently and immediately.

Once the Union Soldier is dead, practice dragging a body by pressing the drag button near the body. Pull the body behind the stacks of wooden pallets, and then press the drag button again to release the body.

IGNORANCE IS BLISS

In order to prevent your Union foes from realizing that anything is wrong, you must be sure that they don't:

- See you
- Hear any gunshots
- Survive an attack
- Witness an attack
- See a body lying on the ground

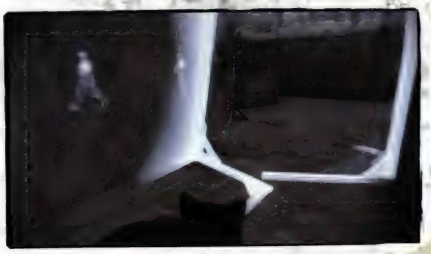
Continue forward and enter the ground floor of the warehouse when the Union Scout just inside the entrance turns his back to you and starts walking away from you. Creep up on him in Sneak Mode and execute a Stealth Kill to finish him off.

Drag the Union Scout's body into the tunnel at the far end of the warehouse. The entrance to each end of the tunnel is highlighted with a blue glow whenever you are in Sneak Mode. Any enemy that you drag into this tunnel will not be discovered by other patrolling enemies.

There are two more Union Scouts near the other end of the tunnel. Remain in the tunnel until one of them walks off. Slip up behind the remaining Union Scout while in Sneak Mode, take him out with a Stealth Kill, and then drag his body back into the tunnel.

When the other Union Scout returns, give him the same treatment that you gave you his friend. After hiding his body in the tunnel, carefully advance into the middle of the warehouse, where you can sense the heartbeats of several other Union Scouts.

Wait until one Union Scout is isolated in the middle of the warehouse floor, and then eliminate him with a Stealth Kill. Quickly drag his body back behind one of the low concrete walls so that the other Union Scouts don't discover it. If you want to be extra-sure that it won't be discovered, drag it all the way back to the tunnel.



Eliminate the other Union Scout who patrols the open area of the warehouse floor in the same manner.

This leaves two more Union Scouts on the ground level of the warehouse, both of which are in a narrow room under the stairs leading up to the second level of the warehouse. Look for a glowing blue passage through the shelving on one end of the room to sneak up on them.

Be careful to only advance on the first Union Scout when his partner is at the far end of the room. Eliminate him with a Stealth Kill, drag his body back through the shelving to hide it, and then take out the other Union Scout.

You don't need to worry about discretion with this kill—as long as you attack him quickly, he won't be able to inflict enough damage on you to stop you, and he doesn't have any allies left to help him.

WAREHOUSE—FIRST FLOOR

ENEMIES

Union Scout

Union Soldier

WEAPONS AVAILABLE

Not applicable

Once all of the enemies on the ground floor of the warehouse have been eliminated, take a second to rest up (if necessary), and then climb the stairs to the first floor of the warehouse.

Use Sneak Mode to follow the glowing blue footprints of your next target, a Union Scout in a room above the ground floor tunnel. To lure the enemy out of the doorway and into an effortless kill, press the bark button to cause Shadow to bark. The Union Scout will investigate; attack him as soon as he walks through the doorway.

HIS BITE IS WORSE THAN HIS BARK

To avoid alerting other enemies when using Shadow's bark, press the bark button with the Sneak Mode button held down. The result is a muffled bark that only lures enemies within a very short range. If the enemy doesn't respond, either move closer or release the Sneak Mode button to let loose with a louder bark.

Drag the body well out of the room to prevent even the slightest chance of detection, and then follow the glowing blue footprints to the next target. Eliminate him by luring him over with a bark, the same way you took out the last Union Scout.

There are two more Union Scouts beyond the next room. Wait until they're separated, and then used a muffled bark (Sneak Mode + bark) to lure just one of them over. Eliminate him with a Stealth Kill, take out his partner, and then follow the glowing footprints in Sneak Mode to the last remaining Union Soldier, who is holed up in an office.

Wait until the Union Soldier is facing away from you, and then run in through the glowing hole in the wall (visible in Sneak Mode) to attack him.

Killing the Union Soldier automatically gives you the keycard that opens the gate. Returning to the gate allows Frank to unlock it, and Frank, Jack and Shadow can now proceed as a team.

FETCH THE KEY

Returning to the gate after killing the Union Soldier to get the gate key completes this objective.

Search Union Territory

Find evidence leading you to Riggs.

ENEMIES

Union Scout

Union Soldier

WEAPONS AVAILABLE

Not applicable

Once the gate is open, Frank and Jack can continue with their primary objective: finding evidence that will help them discover where Riggs is hiding and how the Union got its hands on advanced military hardware.

ABANDONED WORKSHOP AND ALLEY WALKWAY

Follow Frank and Shadow through the Milton alleys until two Union Scouts rush you. Frank tells Jack not to use weapons against them, so defeat them with melee attacks instead.

Proceed into the abandoned workshop at the end of the alley, where more Union Scouts and a Union Soldier charge toward Jack and Frank. Once again, fight as a team and use melee attacks to subdue them. They will not pull guns on you.

At the far end of the abandoned workshop are double doors illuminated by a green light. Open them with the action button to reach another alley. There is a wire mesh gate on the other side of the alley in the middle of a fence with a variety of high voltage warnings on it. Press the action button to open the gate and proceed.

You can make short work of the Union Soldier in this next area by clinching them and throwing them into the sparking transformers. But be careful—they'll give you the same nasty jolt if you touch them.

Look for the set of stairs leading up to the alley walkway. (A green light near the stairs helps you find it.) Follow the walkway to find two more Union Soldiers, who won't present much of a challenge to you, Frank and Shadow—especially if you clinch and throw them off of the side of the walkway.

Two more Union Soldiers wait for you at the end of the walkway. Give them the same treatment that you gave the last pair, and then enter the warehouse at the end of the walkway through the open window.

TRAINING ROOMS

ENEMIES

Union Soldier

Union Enforcer

WEAPONS AVAILABLE

Not applicable

Jack and Frank are shocked at what they see in the warehouse—a military-style training facility set up in the layout of the Temple Tower balcony. This must be where the Union practiced their attack, but this is much more elaborate than anything the Union has ever used in the past.

Proceed down the walkway to ground level and examine the photographs on the footlocker in the middle of the training room. This is the first piece of hard evidence linking Riggs and the Union to the Temple Tower attack.

SEARCH UNION TERRITORY (1/3)

Examining the photographs in the training room is the first of three pieces of evidence that you need to find in order to complete this objective.

As soon as you discover the evidence, half a dozen Union Soldiers flood into the area. Stay close to Frank and Shadow to keep from being overwhelmed, and use takedowns whenever possible to put enemies down for the count in a hurry. If you have a surplus of Focus, this is an excellent time to shift into Focus Mode and burn some of it.

When all of the Union Soldiers have been defeated, a Union Enforcer shows up with more Union Soldiers. As always, soften up the Union Enforcer with combos and counters, looking for a takedown opportunity.

When all enemies are defeated, leave the training room warehouse to go back outside and into the old steelworks courtyard. Open the double doors at the far side of it to find another training room, this one configured to resemble the TV studio where Julian Temple was held hostage.

In the middle of the ground level of the second training room is a set of blueprints for Temple Tower. This is the second piece of evidence linking Riggs and the Union to the Temple Tower attack.

As in the last training room, examining this piece of evidence invites more unwanted company, in the form of a squad of Union Soldiers and a Union Enforcer. Work together with Frank and Shadow to take them down, and use your advanced melee techniques like counters, combos, takedowns and throws to make short work of them.

SEARCH UNION TERRITORY (2/3)

Examining the blueprints in the second training room is the second piece of evidence that you need to find in order to complete this objective.

POWER GENERATOR

ENEMIES

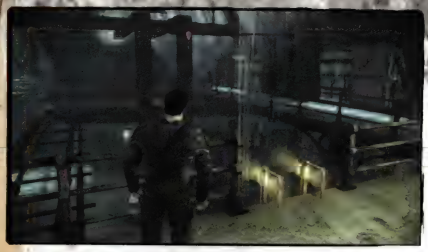
Union Scout

Union Soldier

WEAPONS AVAILABLE

Not applicable

Exit the second training room by ascending the stairs leading up to the elevated walkway. The walkway extends over a power generator below and ends at a locked door. You must turn off the power in order to open the locked door and proceed.



Switch off the Power

Look for a ladder leading down to the ground from the elevated walkway.

The power generator's switch can be found down here, but so can some Union Scouts and Union Soldiers—and this time, you don't have Frank and Shadow along as backup.

The transformers around the generator are electrified, just like the ones you saw earlier in this chapter. And just like before, you can suffer a serious shock if you run into them, but you can also throw enemies into them to cook them extra-crispy in no time.

Approach the blinking green light and press the action button to turn off the power. This not only opens the locked door on the upper walkway, it also kills the power to the transformers, so you don't need to worry about brushing up against them.

Return to the upper walkway via the ladder you just slid down and press the action button near the formerly locked door to open it and enter another warehouse.

Search the dumpster against the wall near the stairs leading down to the ground floor to find your best piece of evidence yet—Riggs' equipment. This establishes his involvement in the training for the Temple Tower attack beyond a shadow of a doubt.

As soon as you find Riggs' equipment, Frank and Jack get the drop on a panicked Union Scout and Union Soldier. Frank almost has them talked into surrendering and testifying against Riggs when Captain Redwater shows up with the GCPD SWAT team. When the Union members don't surrender immediately, SWAT opens fire on them.

SWITCH OFF THE POWER

Turning off the generator's power switch completes this objective.

SEARCH UNION TERRITORY (3/3)

Finding Riggs' equipment, along with the other two pieces of evidence, completes this objective.

Assist Redwater and Repel the Union

Hold out until backup arrives.

ENEMIES

Union Scout

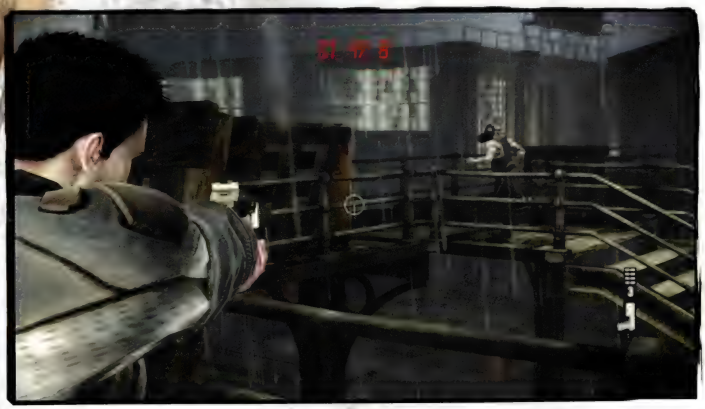
Union Soldier

WEAPONS AVAILABLE

Redtail 9mm Pistol

Nighthawk Carbine

AP9 Frag Grenade



RAILYARD

SWAT's appearance sets off a firefight between the GCPD and the Union in the Milton railyard, and Frank, Jack and Shadow are caught right in the middle of it. Frank tells Jack to use any means necessary to defend himself.

You begin the firefight with a Redtail 9mm and 3:00 on the timer until backup arrives. Your primary objective is to keep yourself alive until the timer expires.

This is a chaotic, frenzied firefight, so use the environment to your advantage, and don't expose yourself to enemy fire any more than you absolutely have to. Stay close to Frank and the SWAT cops to improve your odds of survival.

Don't spend time picking off enemies at a distance—while you're lining up an aimed shot, you'll be flanked by other Union foes. And unless you're trying to pad your score for a higher bonus, don't seek out enemies. They will find you, and you can't possibly take them all out.

Keep a close eye on the orange gas canisters standing around the railyard. They're highly explosive, and a single round will detonate them, dealing severe damage to everyone in their blast radius. That includes you, so don't take cover near one.

If you're looking for a fight to bump up your end-of-level bonus score, head up to the upper walkway. You'll be extremely popular with the Union foes who rush you from all directions. Pick an area of cover that overlooks the stairs leading up from ground level to ensure a never-ending supply of targets.

The battle becomes more intense as the timer ticks down, and you start seeing many more Union Soldiers than Union Scouts. Redtail 9mms and Nighthawk Carbines are the weapons of choice, but you'll also see a few AP9 Frag Grenades if you're lucky (or not).

After the SWAT reinforcements arrive to contain the Union resistance, Frank and Redwater get into a heated argument. Redwater says that both Slates were in over their heads, but Frank is furious at Redwater's trigger-happy tactics, which he fears may have cost them their best chance to get to the bottom of the Temple Tower attack.

Desperate to salvage the investigation, Frank holds out Riggs' equipment to Shadow, who picks up Riggs' scent from it.

When you resume control of Jack, open the double doors to allow Shadow to lead the way to another set of doors. Open these doors as well and follow Shadow to a third set of doors.

Opening these leads into a ruined machine shop with a large broken window at the far end. Approach the window to eavesdrop on an argument between Riggs and a Black Hand Scout from the Black Hand gang.

It sounds as if the Black Hand Scout is trying to back out of an arrangement that the Black Hand made with Riggs, because the situation has changed. But before you can get the full story, something spooks them, and they run off in opposite directions.

WORK WITH SWAT TO REPEL THE UNION

Survive until the counter reaches 0:00—and make sure that Frank survives as well—to complete this objective.

Pursue the Black Hand

Don't let him escape...he holds the key to the link between Riggs and the Tower!

ENEMIES

- Union Scout
- Union Soldier
- Union Heavy Support

WEAPONS AVAILABLE

- Redtail 9mm Pistol
- Diamondback SMG
- Clydesdale SA12 Shotgun

Jack and Frank decide to pursue the Black Hand Scout along separate routes through the ruins of Milton's industrial district. Although the goal is not to let the Black Hand escape, you don't have to worry about him getting away—you just have to survive long enough to catch up with him, without Frank or Shadow's help.

Follow the compass at the top of the screen to guide you along the path in pursuit of the Black Hand. The first enemy you come to is a Union Heavy Support. Fortunately, you get the drop on him, so if you shoot him where his heavy armor doesn't protect him, you'll take him down without breaking your stride.

Shortly after the Union Heavy Support is a shipping yard with several Union Scouts in it. Use the same fighting-from-cover techniques that got you through the Temple Tower attack to isolate and pick off your Union foes here. as well.

Make good use of the weapons at your disposal. If you picked up any grenades from your railyard firefight, this is an excellent place to let them fly.

Continue through the shipping yard and the gate at the end of it to find a pair of doors. Open them to enter a warehouse with several Union Scouts and Soldiers in it. Use your standard melee and gunfighting techniques to clear the area of foes. Put that explosive gas canister to good use as well, if you get the chance.

Go through the double doors at the far end of the warehouse, which leads back out to another section of the railyard, where Shadow has the Black Hand at bay. But what should be a moment of triumph is instead a horrifying tragedy.

CHALLENGE BONUS CATEGORIES

Clear Time Bonus: 3000 pts if <30 minutes; 0 pts if >70 minutes
Kill Variation Bonus: 1500 pts max

STYLE BONUS CATEGORIES

Survival Bonus: 1000 if neither Jack or Shadow is never incapacitated
Headshot Bonus: 1000 for 10 or more
Takedown Bonus: 1000 for 10 or more
Counter Bonus: 500 for 5 or more
Stealth Kill Bonus: 1000 for 5 or more

KILL BONUS CATEGORIES

Gun Kills: 500 pts for 10 or more
Shadow Kills: 500 pts for 10 or more
Melee Kills: 500 pts for 10 or more

BADGE REQUIREMENTS

Bronze: 3000 pts
Silver: 6000 pts
Gold: 9000 pts

3 Off the Rails

Locate Tseng

Finish what your father started!

ENEMIES

- Black Hand Scout
- Black Hand Warrior
- Black Hand Assassin

WEAPONS AVAILABLE

- Redtail 9mm Pistol
- Diamondback SMG
- Clydesdale SA12 Shotgun
- Nighthawk Carbine
- Viper V3 Sniper Rifle

After seeing his father gunned down in cold blood by a member of the Triad gang, Jack channels his rage into a thirst for justice that can only be quenched by cracking the case that lead to Frank Slate's death. With Shadow by his side, Jack heads back across the Van Alen River to Chinatown.

The leader of the Triad gang is a man named Tseng. Jack overheard him being discussed by Riggs and the Black Hand who shot Frank. It's the only lead that Jack has, so finding Tseng is his first order of business.

CHINATOWN STREETS

Take the stairs leading down from the train platform and follow the alleys at the bottom of the stairs to a locked gate with a hole in the bottom of it. Shadow automatically runs on ahead. Press the action button to kick open the gate and follow him.

SHADOW COMMANDS

Command	X360	PS3
Attack targeted enemy	◌	✤
Fetch targeted weapon	◌	✤
Scan area for items/threats (release to order Shadow to fetch/attack)	◌+Ⓑ	✤+Ⓑ
Heel	◌	✤
Revive incapacitated Shadow (when near Shadow)	Ⓐ	⊗

As you move forward down this alley, you see a Black Hand Scout shoot a fleeing police officer. Order Shadow to attack the Black Hand Scout by pressing ◌ when your targeting reticule is over the Scout. This prevents the Scout from attacking as long as Shadow has a good grip on his arm. Take him down with melee attacks and grab his Redtail 9mm from him.

Another Black Hand Scout stands on a second-floor balcony overlooking the alleys just ahead of the first Scout's location. Use the corner of the building for cover and pick him off with the Redtail 9mm you took from the first Black Hand Scout.

Kick open the wire mesh gate at the end of the alley. The street at the end of the alley is the scene of a pitched battle between the Triads and the GCPD, and the Triads are winning.

Sprint into the street and immediately duck behind the overturned dumpster near the alley for cover. The few bullets left in your Redtail 9mm aren't going to get you far in this fight, so order Shadow to attack nearby Black Hand Scouts and fetch their weapons for you.

The outgunned GCPD cops will provide a small amount of support for you and Shadow in the early going, mostly by giving the Black Hand Scouts other targets to shoot at. You can't count on them for much more than that, though.

Advance carefully through the firefight by clearing areas of cover. Order Shadow to attack nearby hidden enemies and draw them out, and then shoot them while Shadow has his teeth in them. When the coast is clear, run to the next area of cover and repeat the process.

IT'S A BLAST!

The cop cars in the street can be used as cover by you and the Triads, but their gas tanks will also blow sky-high if they take enough fire. Stick to the corners of buildings and support pillars for your cover, and take out Black Hands by detonating the cars that they hide behind.

As you reach the end of the first section of the street, you see a Black Hand Assassin on a fire escape high above the street. Turning the corner and continuing down the street while the Black Hand Assassin is alive is suicide, so don't do that.

Instead, look for a side alley in the first section of the street. Use the 90-degree corner of the alley as cover against the Black Hand Scouts that attack from the other end of it.

Pick up a Viper V3 Sniper Rifle from the faintly glowing weapon crate in the corner of the alley. Backtrack out of the alley and approach the corner of the street that the Black Hand Assassin has covered.

Duck behind the support pillar nearest the corner with your Viper V3 drawn and your targeting reticule as close to the Black Hand Assassin's head as possible. Wait for the Assassin to take a shot, and then lean out from behind cover, take aim and snipe the sniper.

With the Black Hand Assassin dead, you can either go back into the alley and exchange your Viper V3 for the rifle that you dropped, or you can continue to use it as you clear the Triads from the next section of the street. There is a second Black Hand Assassin hiding behind a car at the end of this section of street, so plan accordingly.

MORE WHERE THAT CAME FROM

You can always return to the weapon crate in the alley to reload your Viper V3's ammo supply.

When you reach the corner at the end of the second section of street, a Black Hand Warrior kicks open a gate and charges toward you. Black Hand Warriors are the Triad's version of Union Enforcers, so don't waste any time eliminating him.

If you have a firearm, use it against him, instead of getting into a tough melee fight. If you have to fight the Black Hand Warrior, press the attack with combos, use counters to reverse his guard breaks and shatter his guard with guard breaks of your own.

UNDER THE OVERPASS

ENEMIES

- Black Hand Scout
- Black Hand Soldier
- Black Hand Executioner

WEAPONS AVAILABLE

- Redtail 9mm Pistol
- Diamondback SMG
- Clydesdale SA12 Shotgun
- Nighthawk Carbine
- Blackhill RPG Launcher
- AP9 Frag Grenade

After defeating the Black Hand Warrior, proceed down the next section of the street and go through the wire mesh gate that the Black Hand Warrior passed through.

The short alley at the end of the gate brings you to another gun battle between the Triad and GCPD under a light rail overpass. As before, use the GCPD to draw the Black Hand Scouts' and Soldiers' fire while you and Shadow methodically clear a route to each area of cover.

FRAGGING LUCKY

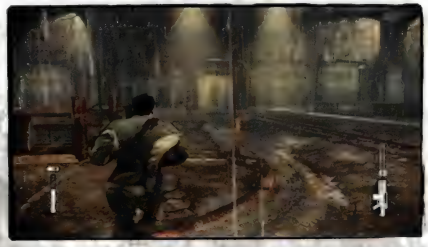
There are some AP9 Frag Grenades lying on the ground near the cop car at the start of this area. They'll come in handy under the overpass, so don't miss out on the chance to pick them up.

Only proceed down the overpass when there are no more enemies within range. Once you advance to a certain point, a van screams into the area and drops off two Black Hand Executioners, armed with Blackhill RPG Launchers.

As soon as they appear, fall back to the start of the overpass, keeping cover between you and the Executioners and zigzagging to avoid their rocket fire. The Executioners are in no hurry, which gives you a chance to eliminate any pursuing Black Hand Scouts and Soldiers remaining in the area.

If there are any undetonated cars left under the overpass, shoot them as the Executioners pass by. If you're lucky, the car's explosion will take out one or both of them. Your AP9 Frag Grenades are also excellent tools for this task.

Once both Black Hand Executioners are eliminated, use their Blackhill RPG Launchers to wipe out any remaining Black Hand Scouts or Soldiers. Sweep the area for your weapons of choice, fill up on ammo, and then continue down the street and through the large double doors at the end of it.



WAREHOUSES

ENEMIES

Black Hand Scout

Black Hand Soldier

WEAPONS AVAILABLE

Redtail 9mm Pistol

Diamondback SMG

Nighthawk Carbine

Blackhill RPG Launcher

AP9 Frag Grenade

The doors lead into a warehouse. The first room is empty, with the exception of the corpses of a couple of unlucky homeless bystanders. At the opposite corner of the room is a shelf with a pair of Blackhill RPG Launchers. The weapon crate near the RPG launchers contains a Diamondback SMG.

Even if you like the rifle you have, send Shadow over to fetch the RPG launchers. If you don't, then the Black Hand Scouts and Soldiers that burst through the nearby door as you approach it will use them against you. Plus, you can have the RPG launcher trained on the door and greet the Scouts and Soldiers with a rocket as soon as they open it.

Exit the room through the door that the Black Hand Scouts and Soldiers entered through to return to the alleys. A number of crates stamped "Dock 765" line the alley.

A radio on top of one of the crates is playing a news station. The top story of the day is the gun battle in Milton that left Frank Slate dead.

Proceed down the alley and ascend the steps at the end to reach the warehouse doors. Inside, Tseng executes some GCPD captives. It's too late to save the cops or catch Tseng, but you can still rush into the warehouse and kill the Black Hand Scouts inside.

Exit the warehouse via the double doors on the ground floor, just in time to see Tseng flee onto the top of a passing train. Jack follows in hot pursuit, hoping that Shadow is able to keep up with them.

LOCATE TSENG

Finding Tseng in the warehouse and chasing him onto the train completes this objective.

Defuse the Bombs!

Each bomb defused buys more time!

ENEMIES

- Black Hand Scout
- Black Hand Soldier

WEAPONS AVAILABLE

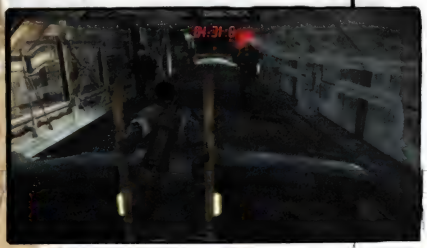
- Redtail 9mm Pistol
- Diamondback SMG
- Clydesdale SA12 Shotgun
- Nighthawk Carbine

TRAIN

First Car

You get the drop (literally) on two Black Hand Scouts when you fall into the first train car, but there's a third one hiding behind some crates at the end of it.

Defusing the bomb in the middle of the car gives you cover from the third Scout, so shoot the first two Scouts, defuse the bomb, and then take out the third one.



Second Car

As soon as you approach the end of the first car, a dividing wall between it and the second car slides down. There are four more Black Hand scouts in this car, but no bomb to defuse. Shoot them, beat them up, or throw them out of the open side of the car, and then climb the ladder at the end of the car.

There are three Black Hand Scouts on the roof of the train. Unless you're using Focus Mode, it's almost impossible to avoid taking some serious damage, so take these enemies out quickly.

The shotgun is an excellent weapon, as it doesn't require precision aiming. You can also clinch and hurl them off of the top of the train.

Third Car

Run along the top of the train until you can drop into the third car—tossing a grenade into the hole before you jump in is a great way to take out some of the five Black Hand Scouts and Soldiers inside of it.

The second bomb is at the end of this car. Disarm it, take out any remaining enemies, and then approach the far wall of the car. It automatically lowers and grants you access to the fourth car.

Fourth Car

The fourth car is an open bed with crates strewn around it and Black Hand Scouts guarding it. Many of them are foolish enough to have taken positions near an explosive gas canister in the middle of the train. Shoot it to thin them out, and then blast the rest of them or hurl them off of the side of the train.

Fifth Car

Climb the ladder at the end of the fourth car to reach the roof of the fifth car and drop into it. The third bomb is located in this car, guarded by three Black Hand Scouts, two of which will engage you in melee combat as soon as you enter the car.

Take out all three Black Hand Scouts, disarm the third bomb, and then proceed past the bomb to the end of the train, which has another half-dozen Black Hand Scouts and Soldiers guarding the fourth bomb. Disarm the bomb and climb up the ladder just beyond it.

End Of the Line

Race across the top of the train from the fifth's car ladder and drop down to the long open car beyond it. Three Black Hand Scouts engage you in melee combat as soon as you land. Deal with them quickly—time is growing short!

If you have any grenades left, use them to eliminate (or at least flush out) the Black Hand Scouts and Soldiers hiding among the crates ahead of you.

As soon as you have a clear path, make a mad dash for the huge cluster of bombs at the front of the train, even if there are enemies remaining. If the timer expires before you reach the bombs, you fail the mission anyway, so you have nothing to lose if the timer is nearly expired.

When Jack reaches the bombs, he realizes that he doesn't have nearly enough time to defuse them. With scant seconds to spare, he leaps from the train just as the bombs detonate.

DEFUSE THE BOMBS!

Well, you didn't really defuse the bombs. In fact, Grant Central Station is a disaster zone right now. But you still complete this objective by reaching the big bomb at the front of the train anyway.

CHALLENGE BONUS CATEGORIES

Clear Time Bonus: 3000 pts if <15 minutes; 0 pts if >45 minutes
Kill Variation Bonus: 1500 pts max

STYLE BONUS CATEGORIES

Survival Bonus: 1500 if neither Shadow nor Jack is ever incapacitated
Headshot Bonus: 1000 for 10 or more
Takedown Bonus: 500 for 5 or more
Tag Team Bonus: 1000 for 5 or more
Counter Bonus: 500 for 5 or more

KILL BONUS CATEGORIES

Gun Kills: 500 pts for 10 or more
Melee Kills: 500 pts for 10 or more
Shadow Kills: worth up to 500 pts

BADGE REQUIREMENTS

Bronze: 3000 pts
Silver: 6000 pts
Gold: 9000 pts

4

End of the Line

Save Jack!

Drag Jack out of harm's way before he is crushed by the train carriage!

ENEMIES

Black Hand Scout

Black Hand Soldier

WEAPONS AVAILABLE

Not applicable

Shadow arrives at Grant Central Station shortly after Tseng's deadly train explodes. Jack lies unconscious under some precariously balanced debris, with Tseng still at large.

It's up to Shadow to find Jack and pull carriage falls and crushes him. That's the Triad foes between Shadow and Jack.

The compass at the top of the screen and will direct you to Jack.

DISASTER AREA

When you take control of Shadow, shift into Sneak Mode to detect the heartbeats of the nearby Black Hand Soldiers. The first two are near the first wrecked train car at the start of the level.

Wait for one of the Soldiers to walk off, leaving his partner alone with his back to you. Sneak up on him, execute a Stealth Kill, and then drag his body to the far side of the train car to hide it.

Sneak around the train car to come up behind the other Black Hand Soldier when he returns to his late partner's position. Take him out with a Stealth Kill, and then drag his body over near the first Soldier's body.

Proceed further down the area toward Jack. Sneak through an open, overturned train car on the left side of the area (as you face Jack's position) to sneak up behind a Black Hand Scout.

Be careful, because there is another Scout who patrols this area and will walk over to the first Scout's position. If he sees you, he will open fire and raise an alarm, which will make the rest of your task much more difficult.

Drag the first Scout around to the other side of the overturned, open train car. Wait for his partner to walk past the train car, and then go through the train car to surprise him and eliminate him with a Stealth Kill.

Sneak down the right side of the area (as you face Jack's position) to creep up behind another Black Hand Soldier. You should have no problem executing a Stealth Kill against him. There's no need to hide his body, because there shouldn't be any other enemies around.

Go through the overturned train car near the last Soldier and shift into Sneak Mode to see outlines of the final Triad enemy (a Black Hand Scout) and the train carriage debris.

Eliminate the Scout, and then follow the partner indicator and compass to find Jack, who is highlighted in green when you're in Sneak Mode. Drag him away from the wreckage using the same method that you'd use to drag a fallen foe's body.

As soon as you drag Jack to a safe distance, the train carriage gives way and comes crashing down on the very spot where Jack was lying. A few seconds later, and this investigation would have claimed the lives to two Slates.

SAVE JACK!

Dragging Jack to safety completes this objective.

Save Grant Central Station

Tseng's going to destroy Grant Central Station! Prevent him from doing so!

ENEMIES

- Black Hand Scout
- Black Hand Soldier
- Black Hand Executioner
- Black Hand Warrior
- Black Hand Assassin

WEAPONS AVAILABLE

- Redtail 9mm Pistol
- Blackpowder Revolver
- Nighthawk Carbine
- Viper V3 Sniper Rifle
- Blackhill RPG Launcher

Once Shadow rescues Jack, you resume control of Jack in the disaster area. Your next goal is to stop Tseng from finishing the job he started with the bombs on the train, but first you have to fight your way into Grant Central Station.

Leave the disaster area and head toward Grant Central Station by following the compass at the top of the screen. A Black Hand Scout rushes toward you as you leave the disaster area, but Shadow automatically attacks him. Pick up the Nighthawk Carbine that he leaves behind, and continue along the path to Grant Central.

The area leading into Grant Central Station is crawling with Black Hand Scouts and Soldiers, and two Black Hand Assassins occupy sniper's perches at either end of the area.

Start by climbing the ladder that leads up to the nearer sniper's perch. As long as you are close to the perch, the Black Hand Assassin up there can't get a good firing angle on you. Take out the Assassin and steal his Viper V3 Sniper Rifle.

Once you have the sniper rifle, pick off the other Black Hand Assassin, and then turn your attention to the Black Hand Scouts and Soldiers below you. There isn't a great deal of solid cover up on the sniper perch, so stay hidden behind what little cover there is if you start to take a great deal of damage. Climb back down from the sniper perch if you are near death.

As you approach the second sniper perch, the resistance gets stronger. A Black Hand Executioner fires rockets at you, while a Black Hand Warrior charges you and attempts to overwhelm you with his superior melee combat skills.

If you've got dead-eye accuracy, you can pick off some of these enemies from ground level with a Redtail 9mm or Nighthawk Carbine. But the more efficient method is to climb up into the second sniper's post, grab the Viper V3 Sniper Rifle up there and unleash some long-distance destruction—starting with the Black Hand Executioner.

When all of the enemies in the disaster area have been eliminated, climb back down from the sniper's post, collect weapons and ammunition from the battlefield, and then continue toward Grant Central Station.

After taking out these Black Hand Scouts, go through the door and into the basement of Grant Central Station.

SAVE GRANT CENTRAL STATION (PART 1)

Entering Grant Central Station completes the first part of this objective.

GRAND CENTRAL STATION

ENEMIES

- Black Hand Scout
- Black Hand Soldier

WEAPONS AVAILABLE

- Redtail 9mm Pistol
- Diamondback SMG
- Nighthawk Carbine
- Clydesdale SA12 Shotgun

Once you enter Grand Central Station's basement, take cover behind the corner at the first turn of the walkway. Dead ahead of you are a couple of explosive gas canisters. If you look closely, you can also see a couple of Black Hand Scouts hiding in ambush near them. (This is easier to see if you have Shadow scan the area for targets.)

Take aim at a canister and shoot it to detonate it and kill at least one of the Black Hand Scouts. Continue along the path, ready to shoot the second Scout if the explosion didn't finish him off.

Continue along the pathway and look for another pair of gas canisters at the end of it. Shoot them to detonate them and kill several Black Hand Scouts that have an ambush set up in the stairwell just beyond them.

Proceed up the stairs and down the hall into the Grand Central Station platforms. Use your usual gunfighting strategies to kill the Black Hand Scout and Soldier on the platform that you enter on.

NON-BULLETPROOF BENCHES

The wooden benches on the platforms can be destroyed by gunfire, so don't depend on them for cover for long. Use the vertical marble support pillars instead, which are much more durable.

More Black Hand Scouts rush into the platforms from the other side of the area beyond the trains, so keep your guard up. Have Shadow scan the areas between the trains for enemies so that you don't wind up surprised by them.

Fight your way among the trains to reach the platform on the opposite side of the area, but be careful as you approach the second platform. Several panicked civilians run down the stairs from the lobby, and more Black Hand Scouts and Soldiers are among them.

You fail the mission if you accidentally kill any civilians, and it also runs contrary to that whole "serve and protect" motto.

Follow the stairs up to the Grant Central Station lobby, where more civilians run toward you. Again, try to keep your finger off of the trigger finger until you see two Black Hand Scouts rush in at you. Take them out and proceed into the lobby.

Two more Black Hand Scouts lie in ambush behind the ticket kiosks. Have Shadow scan the area from the entrance and send him after the Scouts. Follow him closely and help him eliminate both of the Scouts with a minimum of effort.

Only one more Black Hand Scout remains in the lobby. Get rid of him. If you don't already have a Nighthawk Carbine with full ammunition, equip yourself from the weapons crate near the entrance to the main atrium, and then proceed into the main atrium.

GRAND CENTRAL STATION MAIN ATRIUM

ENEMIES

- Black Hand Scout
- Black Hand Soldier
- Black Hand Warrior
- Black Hand Assassin

WEAPONS AVAILABLE

- Redtail 9mm Pistol
- Diamondback SMG
- Nighthawk Carbine
- Clydesdale SA12 Shotgun

YOU CAN'T BEAT 'EM ALL

It is impossible to kill every enemy in the main atrium and defuse all three bombs within the time limit. Even remaining still for more than a few seconds invites your foes to pin you down, which costs you valuable time. You need to run like hell to each bomb, catch your breath as you're able to, and then run to the next one.

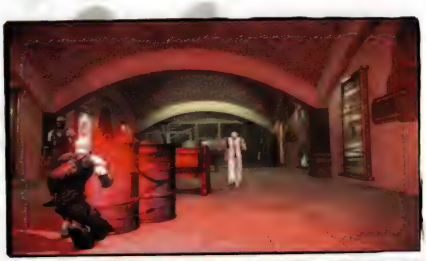
Get ready for the most challenging part of the game up to this point. Tseng and his men have placed three bombs in Grand Central Station's main atrium. You must defuse all three bombs within 3:00, and unlike the train, you don't get extra time for defusing each one.

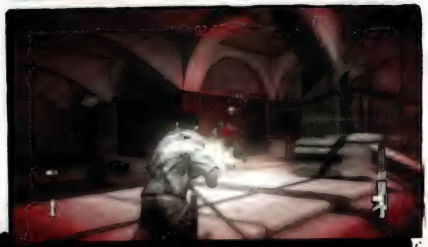
As you enter the main atrium on the upper floor, two of the bombs are in alcoves below you on the left and right sides of the atrium. The third bomb is directly across the atrium from the entrance. Each of the bombs is guarded by a Black Hand Warrior, and there are literally dozens of Black Hand Soldiers and Scouts swarming around the entire atrium

Your Focus fills completely when the timer begins ticking down, which is a good thing. Run down the stairs toward the center of the atrium floor, activate Focus Mode, and then sprint toward one of the side alcoves' bombs.

Do not stop to pick off enemies that are not directly in front of you. Every second that you spend aiming at a foe who's not already in your line of sight is a second that half a dozen other enemies will take to surround you and fill you full of holes.

Run straight toward the Black Hand Warrior guarding the alcove bomb and order Shadow to attack him. You should also try to pick off the Warrior with a headshot, but if you miss, Shadow will distract him long enough for you to deactivate the bomb.





SAVE GRAND CENTRAL STATION (PART 2, 1/3)

Deactivating the first bomb completes the first third of the second part of this objective.

As soon as the first bomb is deactivated, two Black Hand Assassins appear in the upper levels of the main atrium and start sweeping the area with their deadly laser sights.

Sprint all the way to the back of the alcove that you entered and duck behind the bench to give yourself a few seconds to recover. This is one of the only areas in the main atrium where the Assassins cannot hit you. Be sure to call Shadow back to you to keep him out of the line of fire, and pick off any enemies that chase you back there.

STICK TO THE SCHEDULE

If you've got more than 2:00 on the timer at this point, you're doing great. If not, you need to pick up the pace.

As soon as you've recovered, sprint straight across the main atrium floor to the second side alcove. Use Focus Mode to reduce the amount of damage that you take during your mad dash and improve your odds of killing the enemies between you and the next bomb.

Just like before, don't attack anyone who's not directly in your way, and make a beeline for the Black Hand Warrior near the bomb. Order Shadow to attack him and go for a head shot if you can get it.

Disarm the second bomb, run to the back of the alcove, rest up for a few seconds, and then get ready to go for the third bomb. If you have a chance to score a headshot or two in the alcove, go for it—you can use the Focus.

SAVE GRANT CENTRAL STATION (PART 2, 2/3)

Deactivating the second bomb completes the second third of the second part of this objective.

Two down, one to go! Leave the side alcove and run toward the third bomb, which is located in the area under the giant clock. Once again, use Focus Mode to protect yourself as you cross open ground (if you have any Focus left) and sic Shadow on the Black Hand Warrior guarding the bomb.

The only thing you should worry about at this point is disarming the third bomb. Don't look for enemies to kill, and don't worry if you fail to take out the Black Hand Warrior. It's not important. Just disarm the bomb.

SAVE GRANT CENTRAL STATION (PART 2, 3/3)

Deactivating the third bomb completes the second part of this objective and saves Grant Central Station from Tseng's nefarious plot.

Pursue Tseng

Don't let him get away.

ENEMIES

- Black Hand Scout
- Black Hand Soldier
- Black Hand Assassin

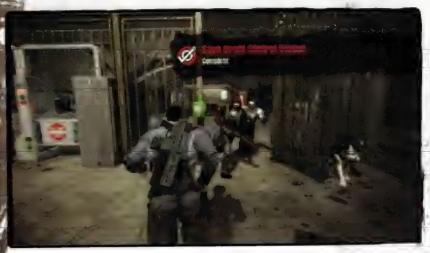
WEAPONS AVAILABLE

- Redtail 9mm Pistol
- Diamondback SMG
- Nighthawk Carbine
- Clydesdale SA12 Shotgun
- Viper V3 Sniper Rifle

Tseng has already gotten away from Jack once. He's not about to let that happen a second time. As soon as the third bomb is disarmed, more Black Hand Scouts and Soldiers rush into the main atrium from the gate beyond the third bomb. Run right toward them and don't stop to kill them.

Dash through the gate and straight past the Soldiers and Scouts that run toward you. Don't stop running until you see the auto-save icon in the upper left corner of the screen. Once you see that, no matter what happens, you don't have to fight through the main atrium again!

Once you see the auto-save icon, get behind some cover where enemies can sneak up behind you, and then start clearing the area of Black Hand Scouts and Snipers. Keep Shadow close and fight as a team.



Continue through the hallways until you come to two escalators going down. A Black Hand Assassin waits at the bottom of each escalator. Order Shadow to attack one of them, and then pick the other one off from behind a pillar at the top of the stairs.

Defeat Tseng

Time for Tseng to pay his fare.

ENEMIES

- Black Hand Scout
- Black Hand Soldier
- Tseng (Boss)

WEAPONS AVAILABLE

- Not applicable

After dealing with the Black Hand Assassins, continue down the stairs to find Tseng. Jack orders Shadow to stay out of the fight and immediately regrets it, as Tseng puts on a display of martial prowess that leaves Jack bloody before the fight even begins.

During the fight, Black Hand Scouts rush in to interfere, but if you stay near Shadow, he will deal with them, leaving you free to focus on Tseng.

Tseng has formidable combos, and if he hits you with a guard breaker, he'll follow up with several other devastating shots, but even his best combination isn't enough to put you down for the count.

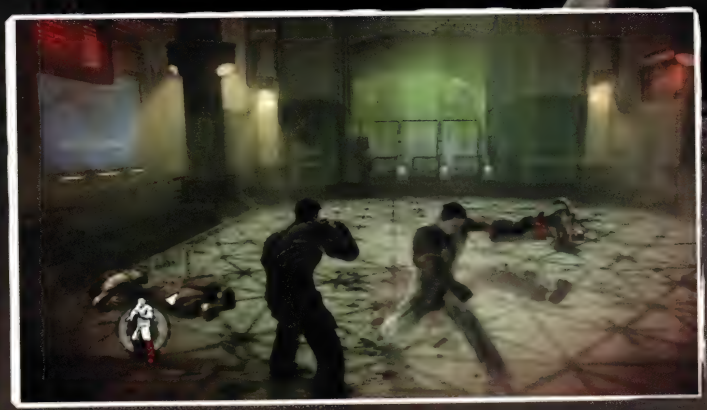
I SEE YOU

An enemy indicator in the lower left corner of the screen always points toward Tseng, though you shouldn't have trouble locating him on the tiny subway platform. As Tseng takes damage, the icon turns red from the bottom up.

The basic strategy for defeating Tseng is no different than the strategy for defeating any skilled melee opponent, like a Union Enforcer or a Black Hand Warrior. Hit Tseng with combos when he's not blocking and block breakers when he is.

Never miss an opportunity to counter one of Tseng's block breakers. Doing so inflicts a significant amount of damage on him and leaves him vulnerable to follow-up combos.

Tseng's attacks are so fast that it can take a few tries to get the timing of them down before you can successfully counter them, but it's well worth the effort.



If you take severe damage from Tseng, hold your guard and move around Tseng in a circle to dash past his attacks. Even if he gives you an opening, don't risk dropping your guard until you've healed up. If you time your attack badly and are still wounded, Tseng will kill you.

Once the red line reaches the Tseng icon's shoulders in the enemy indicator, subway trains start running through Grant Central Station.

Lure Tseng close to the side of the subway platform. Clinch him and throw him over the side of the platform and into the path of an oncoming train. So long, Tseng.

Tseng may be dead, but Jack is no closer to solving the case that killed his father than he was before he arrived at Grant Central Station.

The only clue that Jack has left is the stamp on the crates he saw in Chinatown: Dock 765. With no other leads, Jack and Shadow leave Grand Central Station to investigate that one further.

CHALLENGE BONUS CATEGORIES

Clear Time Bonus: 3000 pts if <15 minutes; 0 pts if >40 minutes

Kill Variation Bonus: 1500 pts max

KILL BONUS CATEGORIES

Gun Kills: 500 pts for 10 or more

Shadow Kills: 500 pts for 10 or more

Melee Kills: 500 pts for 10 or more

STYLE BONUS CATEGORIES

Survival Bonus: 1500 if neither Jack nor Shadow is ever incapacitated

Headshot Bonus: 1000 for 10 or more

Takedown Bonus: 500 for 5 or more

Tag Team Bonus: 1000 for 5 or more

Counter Bonus: 500 for 5 or more

Stealth Kill Bonus: 1000 for 5 or more

BADGE REQUIREMENTS

Bronze: 3500 pts

Silver: 6900 pts

Gold: 10400 pts

5

Seven Six Five

Search Dock 765

Follow Riggs' trail.

ENEMIES

- GAC Scout
- GAC Soldier Undercover

WEAPONS AVAILABLE

- Redtail 9mm Pistol
- Clydesdale SA12 Shotgun
- Nighthawk Carbine
- AP9 Frag Grenade
- INC-196 Flash Grenade

Jack's only remaining lead is the dock number 765 stamped on several of the crates that he saw in Chinatown. He and Shadow return to Milton, to the very site of Frank's murder, to search Dock 765 and follow Riggs' trail before it grows cold.

From the start of the chapter, kick open the chained gate near where Frank was killed and walk straight toward the next one beyond it. It is sealed with an electronic lock, but there's a hole in the fence that's just large enough for Shadow to slip through.

RUINED WAREHOUSES

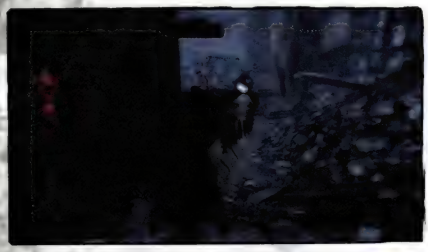
When you take control of Shadow, shift into Sneak Mode and follow the glowing footprints toward the first group of enemies, who are more of those mysterious Scouts and Soldiers that you encountered in Temple Tower.

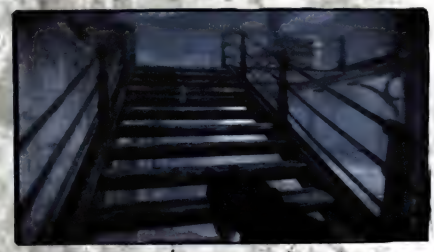
The first Scout stands near the backhoe at the start of the ruined warehouse area. He conveniently faces away from the gate, so check to make sure that none of his friends are walking toward you, and then execute a Stealth Kill to take him down silently.

Drag the body back behind the backhoe and wait for a Soldier to approach the Scout's former position. Give the Soldier the same treatment, hiding his body behind the backhoe as well.

This leaves two other enemies in the immediate area. Wait for them to separate, and then use the glowing blue hole in the wall (visible in Sneak Mode) to creep up behind the further one.

Drag his body back to the hole in the wall, and then sneak up behind the last enemy in the immediate area to dispatch him as well. It's always preferable to do it with a Stealth Kill, but he's so isolated that it doesn't matter if you wind up making some noise.





In Sneak Mode, scan the area for the next group of four enemies, and follow their glowing blue footprints to approach them. When it is safe to do so, approach the crumbling brick wall that separates your position from theirs.

When three of the four enemies have walked away, perform a muffled bark to lure the fourth one around the wall. Kill him quickly and drag him behind a stack of wooden pallets.

One of the other enemies should walk toward your position shortly after you kill the first Scout in the group. You can lure him over to the pallets with a bark, or you can attack him as soon as he walks past the crumbling wall.

Be careful, though, because it's very difficult to kill this Soldier without alerting the two remaining enemies. Ambush one of them (preferably the Soldier) from behind cover to kill him in a single attack.

After killing the Soldier, duck back behind cover if you need to recover, and then kill the remaining Scout. He will almost certainly be on alert, so your best bet is to sprint and attack. Once you have eliminated this second group of enemies, follow the glowing footprints to the next five foes, all of whom are guarding the only warehouse that's still standing.

You have two options for entering the warehouse: the wide-open main entrance, or a glowing blue hole in the side of the warehouse. There's no real difference in difficulty between either option, so choose whichever one has the fewest foes around it.

Once you're inside, use your stealth skills and muffled barks to take out your enemies silently. Be especially careful not to alert the one enemy on the upper level of the warehouse.

POINTS OF ENTRY

If you're having trouble isolating your enemies or reaching them without tipping off the upstairs guard, try leaving the warehouse and entering through the other entrance.

The safest way to eliminate the upstairs Soldier is to go halfway up the stairs once all of the other enemies are dead, wait for him to finish walking toward you and start walking away from you, and then attack him from behind. Killing him gives you the keycard you need to unlock the gate.

SEARCH DOCK 765 (PART 1)

Eliminating the Soldier with the keycard and obtaining it completes the first part of this objective.

Backtrack out of the warehouse and to the gate where Jack waits for you. If you lose your way, just go in the opposite direction that the glowing footprints lead; the compass at the top of the screen will also steer you back to Jack.

When the gate opens, you resume control of Jack. From the gate, order Shadow to fetch the guns from the enemies that he killed, because two Scouts and a Soldier rush toward you shortly after you pass through the gate.

After you kill the Scouts and Soldier, pick up the weapons that you want to equip yourself with from the enemies that Shadow killed on his way in. Don't worry about facing any more foes at this point—everything that Shadow has already been through remains clear. Retrace Shadow's steps to the upper level of the warehouse, where he killed the Soldier with the keycard.

Enter the room beyond them, which Riggs has set up as his own private command center. Jack digs through the evidence and discovers that Riggs is working for Julian Temple, the man he held at gunpoint in Temple Tower, and that Captain Redwater is mixed up in their scheme somehow.

DO NOT ENTER

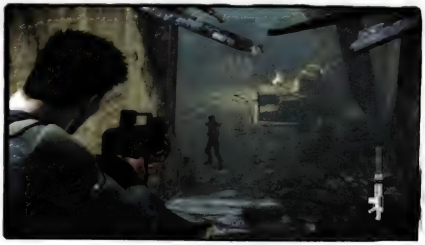
Near the Soldier's former post is a pair of wooden doors with "DO NOT ENTER" signs plastered on them. You should, of course, take this as an invitation to kick the door down.

Exit the room through the open doors and continue along the dilapidated walkways. Approach the ramp leading down to ground level with caution, as there is one Scout at the foot of it and several more scouts and soldiers in the open area beyond it.

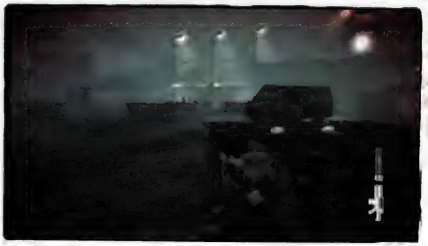
After killing the Scout, run down the ramp and use the netted crates at the bottom of it as cover from the enemies ahead of you. Send Shadow ahead to flush them out from behind cover and pick them off from a distance.

Call Shadow back and sprint into the large tent for cover. With a steady hand, you can pick off distant enemies with pistol fire from between the flaps of the tent. You can also move out of the tent and advance along cover toward your foes, if you'd rather get up close and personal with them—and you can pick up a few AP9 Frag Grenades as you do.

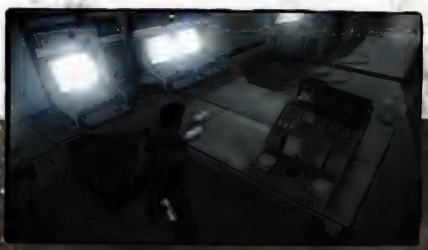
After clearing the area of enemies, approach the mammoth mechanical gate that they were guarding. It opens automatically as you draw near. Proceed through it.



On the other side of the gate is a collection of military-grade hardware the likes of which Jack has never seen. Continue forward and enter the door to a bunker filled with advanced computer equipment, all marked with the acronym "GAC"—Grant (City) Anti-Crime.



Pick up a few INC-196 Flash Grenades from the desks if you have room in your inventory, and then continue through the bunker and out the other side of it.



Escape the GAC

Stay and die...or run and live!

ENEMIES

GAC Scout

GAC Soldier

WEAPONS AVAILABLE

GAC "Predator" Pistol

GAC SB3 Riot Shotgun

GAC PRTN Battle Rifle

Follow the walkway into one of the GAC's round "battle boxes." As soon as you enter, an alarm sounds. Pick up a new weapon, the GAC PRTN Battle Rifle, from the ammo crate inside.

Within the next few seconds, the GAC appear in their full uniforms, not the undercover outfits that they were wearing earlier in the chapter. Once the introductory cutscene ends, you have a new mission: escape the GAC by any means necessary.

RUNNING THE GAUNTLET

GAC PRTN BATTLE RIFLE

This weapon is very accurate at range, and its shots are powerful, but they travel slowly.

RUN LIKE HELL

Now is not the time to try and take out every enemy. Think about stunning foes with shotgun blasts and leaping kicks over cover. You also shouldn't turn back for anything, even to revive Shadow. Even if he winds up incapacitated, he'll rejoin you at the next auto-save point.

As soon as you resume control of Jack, equip grenades and throw one or two toward the entrance of the battle box to stun or take out the first GAC Soldiers and Scouts who enter.

Pick off the remaining GAC from behind cover by framing them in the doorway. Go for headshots, because you'll need all of the Focus that you can store up.

When the coast is clear, resupply your ammo from the weapon crate and leave the battle box. Turn left as you exit and run toward the stairs, shooting the GAC Scouts and Soldiers who enter through the gate at the top of the stairs.

FOCUS!

If you have any Focus, switch into Focus Mode to make your trip from the battle box to the gate at the top of the stairs a bit easier.

Race to the crates covered by a cargo net at the start of the next area beyond the gate. An endless stream of GAC Soldiers and Scouts enters from the far end of the area, but you will never have to deal with more that four at once. The game auto-saves as soon as you enter this area.

It's impossible to clear the area, because more enemies will soon replace the ones that you kill. However, if you can advance along cover and take up a secure position halfway into the area, you can pick them off with carefully aimed headshots and fill up your Focus meter.

GAC "PREDATOR" PISTOL

Most of the GAC Scouts in this area are armed with this powerful and accurate pistol. It is ideal for scoring headshots against enemies.

To replenish your ammo, send Shadow out to retrieve the weapons of enemies that you have eliminated. You can also disarm a GAC and steal his weapon, but you need to land at least a couple of successful strikes.

Beating down a GAC and defeating him in melee combat also gives you a huge Focus boost. If you can isolate one of them and not leave yourself open to enemy fire, you should definitely take advantage of this fact.

When you are ready to proceed, advance toward the other end of the area along cover. Equip yourself with a GAC SB3 Riot Shotgun, blast any visible enemies in front of you, and then sprint straight through the rest of them. You're going to take some damage—don't stop to return fire.

Make a long slow left turn and follow the train tracks toward a tunnel where more GAC enemies rush in from. Continue sprinting toward the sandbag barricade just in front of the tunnel. Leap over the barricade, hopefully kicking a GAC Soldier right in the face as you do, and continue sprinting through the train tunnel.

A cinematic plays, showing a helicopter gunship swooping over the area—the same kind of gunship that rescued Riggs from Temple Tower. If you remain exposed for too long in the train yard, the gunship will cut you to pieces.

Following the cinematic, run toward a large metal door that rolls up at the front of a building in the distance. Stay to the left side of the door, to protect yourself from the GAC Soldiers and Scouts inside.

Continue sprinting through the very left edge of the door, and run toward a set of stairs in the rear left corner of the building.

Run up the stairs and take cover for no more than three seconds behind the crates at the top of the stairs. Any longer than that, and the GAC enemies on the ground floor will follow and shoot you.

Break from cover and sprint straight down the walkway, aiming for GAC Scouts and Soldiers taking cover behind other crates and bins. Press the action button just before you reach them to vault over the objects and kick your GAC foes in the face, momentarily stunning them.

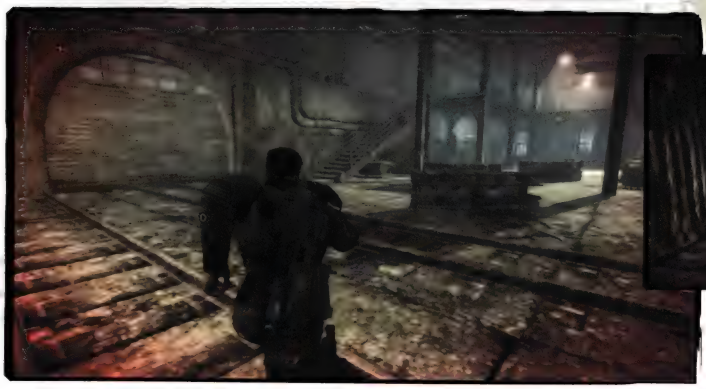
Sprint down the stairs at the other end of the walkway and make a U-turn at the end of them to run through a large open doorway guarded by yet more GAC Soldiers and Scouts. This doorway leads back out into the train yard.

Straight across the train yard from the door that you just came through is a large broken window that you can go through to enter another building. The game auto-saves as you cross the train yard.

After leaping through the window, keep sprinting straight ahead, turning slightly to the left to run up a set of stairs. There are more GAC Scouts and Soldiers up here. Give them the same leaping kicks to the head that you treated their buddies to back in the first building.

Run through the open door at the other end of the walkway that extends from the top of the stairs. Continue through a narrow tunnel toward an open door.

A GAC Soldier comes through that door as you reach it. Pummel him, disarm him, blast him with his own weapon, and run down the stairs into the next room. The game auto-saves, and the gauntlet is over.



ELEVATOR

ENEMIES

GAC Scout

GAC Soldier

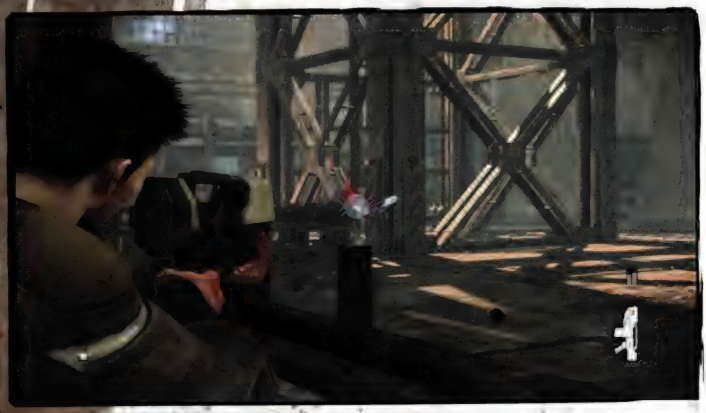
WEAPONS AVAILABLE

GAC "Predator" Pistol

GAC SB3 Riot Shotgun

GAC PRTN Battle Rifle

GAC .338 Sniper Rifle



Take a well-earned breath and heal up completely before proceeding. Eliminate any pursuing GAC foes, and scan the area with Shadow to make sure that no others are lying in wait.

Advance into the next room cautiously. You can see a large freight elevator through the windows, and a GAC Scout guards the elevator. Pick him off through the window, and then approach the elevator.

Press the action button near the elevator's control panel to call the elevator and begin a 2:00 timer. You must hold out against a wave of GAC Scouts and Soldiers for the full two minutes before the elevator arrives.

But just because you need to wait two minutes for the elevator to arrive doesn't mean that you need to wait *near the elevator.* In fact, it's a great strategy to go back out into the adjacent room, where you can frame your enemies in the doorway or window and blast away at them from behind cover.

When the timer expires, the elevator arrives. Run into the elevator and press the action button near the control panel in the elevator car to ride it down into the sewers and away from the GAC hordes.

SEWERS

ENEMIES

- GAC Scout
- GAC Soldier
- GAC Dead-Eye

WEAPONS AVAILABLE

- GAC "Predator" Pistol
- GAC SB3 Riot Shotgun
- GAC PRTN Battle Rifle
- GAC .338 Sniper Rifle

Kick open the rusty wrought iron gate in front of you as you enter the sewers, and then run through the tunnel in safety to reach a weapon crate that contains a GAC .338 Sniper Rifle.

Continue past the weapon crate and kick open another rusty gate, but do not proceed into the sewer—there are two GAC Dead-Eye snipers on an elevated walkway further down the sewer (to the left as you face the rusty gate from the weapon crate).

Make sure that Shadow doesn't enter the sewer either. Peek out from the sewer entrance and pick off an approaching GAC Scout from the safety of the sewer entrance. Look for a second one on the other side of the sewer.

Now, without exposing yourself any more than is necessary, sweep the upper walkways with your GAC .338 Sniper Rifle's scope to find the two GAC Dead-Eyes above you. They are on opposite sides of the sewer, and their blue laser sights give their positions away.

Pick off both of the GAC Dead-Eyes, reload your sniper rifle from the weapon crate, and then proceed down the sewer until you come to a small bridge that spans the width of the sewer. Just past it is a submerged section of pathway that you must raise in order to proceed.

Cross the bridge carefully and be ready to defend yourself against the GAC Scout to your left as you reach the end of the bridge. He guards the controls that elevate the submerged section of pathway.

Kill the GAC Scout, approach the controls and press the action button to lift the pathway out of the muck. You can now go back across the bridge and continue along your way, but first you have to take out the four GAC Scouts that appear as soon as you pull the mechanism's lever.

The easiest and safest way to dispatch the GAC Scouts is to duck into the alcove behind the switch. Not only is there a weapon crate in here that you can use to reload your GAC .338 Sniper Rifle, you can also stand at a distance from the open entryway and wait for your foes to show themselves. Pop each one of them with a headshot as they appear.

Cross back across the sewer and continue past the pathway that you just raised. Take cover behind some crates on the right side of the curving path and shoot the GAC Scout and Soldier who rush toward you.

The game autosaves as you come to a rusty gate that leads out to a private dock. Kick open the gate to see a helicopter gunship drop off some GAC reinforcements.

Get behind cover and pick off the GAC Scouts and Soldiers as they run toward you. Eventually they start to take up positions behind cover. Advance on them, using Shadow to flush them out, and eliminate them.

Continue to the next dock. At the end of it, you'll find a weapon crate with a GAC .338 Sniper Rifle. Equip yourself with it (or refill your ammo if you already have one).

Proceed along the docks, where two GAC Scouts and a GAC Dead-Eye engage you. With your sniper rifle, you should be able to nail all of them from a safe distance. Start with the Dead-Eye, and then take out the Scouts with Shadow's help.

After eliminating this last group of enemies, follow the path along the docks through an open gate that leads back into the sewers. Pick up or reload a GAC .338 Sniper Rifle from the weapon crate near the sewer entrance.

Continue down the sewer path and get behind cover as soon as you make the 90-degree left turn. A GAC Dead-Eye overlooks the sewer from a distant tunnel above you. Wait for him to take his shot (or his laser sight to disappear), and then pick him off with your own sniper rifle.

Proceed along the sewer path until you reach another submerged section of it, but watch out—there's another GAC Dead-Eye positioned above the submerged walkway.

Pick off the Dead-Eye without exposing yourself to his fire, and then follow the sewer pathway to the switch that elevates the submerged section of walkway.

Raising the walkway causes several GAC Scouts and Soldiers to appear in the sewer. Use the central pillar of the platform with the walkway switch to shield yourself from their fire and pick them off from a distance whenever possible. If they get too close for gunfighting, sic Shadow on them and engage them in melee combat.

Cross the now-raised section of walkway and be ready to counter-snipe a GAC Dead-Eye on the opposite side of the sewer.

There's another one overlooking the third submerged section of the sewer pathway. You cannot safely pull the switch to elevate the submerged pathway if he's still covering the area, so snipe him before proceeding to the switch.

STOCK UP

If you're out of ammo or are not equipped with a GAC .338 Sniper Rifle, pick one up from the weapon crate in the alcove just before the third submerged section of pathway.

As you have done twice before, pull the switch to raise the submerged walkway and be ready to pick off the GAC Scouts and Soldiers that appear as soon as the switch is pulled.

When the coast is clear, you're almost home free. Cross the now-elevated walkway and take cover behind the sewer support on the left side of the pathway, because a GAC Soldier and two GAC Dead-Eyes come down the stairs ahead of you.

Pick off the GAC foes, run up the stairs, and then proceed through the open doorway leading out to the subway tracks to complete the chapter.

CHALLENGE BONUS CATEGORIES

Clear Time Bonus: 3000 pts if <25 minutes; 0 pts if >60 minutes
Kill Variation Bonus: 1500 pts max

STYLE BONUS CATEGORIES

Survival Bonus: 1500 if neither Jack nor Shadow is ever incapacitated
Headshot Bonus: 1000 for 10 or more
Takedown Bonus: 500 for 5 or more
Tag Team Bonus: 1000 for 5 or more
Counter Bonus: 500 for 5 or more
Stealth Kill Bonus: 1000 for 5 or more

KILL BONUS CATEGORIES

Gun Kills: 500 pts for 10 or more
Shadow Kills: 500 pts for 10 or more
Melee Kills: 500 pts for 10 or more

BADGE REQUIREMENTS

Bronze: 3500 pts
Silver: 6900 pts
Gold: 10400 pts

6

Urban Renewal

Infiltrate GAC Base: Get Into the Stadium

The GAC are using the failed Grant City Stadium project as a base. Get in and find out what they're up to.

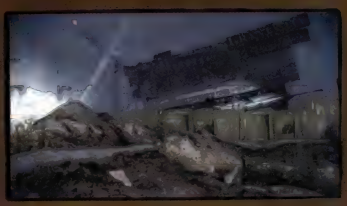
ENEMIES

- GAC Scout
- GAC Soldier
- GAC Assault
- GAC Dead-Eye
- GAC Tank

WEAPONS AVAILABLE

- GAC "Predator" Pistol
- GAC SB3 Riot Shotgun
- GAC PRTN Battle Rifle
- GAC .338 Sniper Rifle
- GAC Shock Rifle
- GAC NMX Shock Grenade

The evidence that Jack found when investigating Dock 765 made reference to a GAC base in the half-completed and abandoned Grant City Stadium. This time, Jack is taking on the GAC on his own terms, with the element of surprise on his side.



After witnessing the destructive potential of the GAC and knowing that they're the agents of a plot cooked up by Riggs and Julian Temple, Jack knows that he has to find a way to stop them. He and Shadow begin the chapter on the outskirts of the GAC base and must find a way to penetrate its defenses without bringing the entire GAC down on their heads.

BASE APPROACH

From the start of the chapter, follow the path to a rickety wooden gate. Kick it open and continue along the path until you are introduced to a new adversary: a GAC Assault close-quarters battle specialist.

GAC Assaults are extremely fast, ferocious melee fighters, so use the same techniques against them that you've used against Union Enforcers, Black Hand Warriors and Tseng. Be ready to counter their blockbreakers and keep them off-balance with combos of strikes.

After defeating the GAC Assault, continue down the path to find a weapon crate with a GAC PRTN Battle Rifle in it and an inexhaustible supply of ammo for the weapon.

Your first target should be the GAC Dead-Eye in the watchtower just ahead of you. Be aware that as soon as you fire your first shot, the GAC Soldiers and Scouts in the area under the watchtower will be alerted to your presence, though, so plan accordingly.

You hold the high ground, which gives you a huge advantage in this firefight. Don't surrender that advantage by closing in on the GAC.

Instead, use Shadow to tag team enemies as they charge toward you and eliminate entrenched foes by flushing them out with your canine companion and blasting them as soon as you have a shot.

Once the area around the watchtower is clear, refresh your ammo supply from the weapon crate, and then proceed with caution toward the next area, marked with pink fluorescent lights.

Two GAC Soldiers and a GAC Assault come rushing toward you as you approach—be sure to have a full clip in your GAC PRTN Battle Rifle and the weapon drawn. Fire at the GAC foes while backing away from them. You should be able to take all three down with Shadow's help before they reach you.

Reload your ammo supply again at the last weapon crate. Pick up a GAC "Predator" Pistol from a deceased GAC Scout, and then follow the pink fluorescents to the next area of the construction site.

Following a short cinematic that shows an armored GAC vehicle searching for you, duck behind the nearby cement barricade and shoot the GAC Soldier and Assault that come up the path ahead of you.

Defense Turret Emplacement

Keep Shadow close to you as you enter the tunnel that the GAC Soldier and Assault came through. This gives you a chance to attack a pair of GAC Scouts from behind. Send Shadow after one and execute a headshot on the other for a quick, clean kill.

Just beyond the two GAC Scouts is an ambush area with several GAC Scouts to the right of the open doorway that you enter through. At the far end of the area is a GAC HMG Defense Turret manned by a GAC Soldier, and several more GAC Scouts lurk in a narrow tunnel directly across from the entrance to the area.

NO SAFE HAVEN

The concrete barriers that line the open area leading up to the GAC HMG Defense Turret will not hold up to sustained turret fire, so don't rely on them for protection for very long.

The safest way to clear this area is to enter into Focus Mode and pick off the GAC Soldier manning the defense turret first. After that, eliminate the GAC Scouts in the open area, continuing to use Focus Mode if you need it.

IT'S A GAS!

You can also shoot the yellow gas canister just behind the defense turret to blow it up and take out the GAC Soldier who's manning the turret.

When the open area around the defense turret emplacement is clear, approach the entrance to the tunnel and blast the GAC Scouts that attack you from it. Use Shadow to double-team them and draw some of their fire.

Clear the tunnel of GAC Scouts by using techniques that will earn you Focus (combos, takedowns, disarms and headshots). You can also hurl them into the electrified fence that runs along the outer wall.

You'll need that Focus for what comes next. Exit the tunnel via the doorway that leads to the defense turret. Switch into Focus Mode, man the turret by pressing the action button and swing it left to cover the large door that four GAC Soldiers come rushing through.

THE BEST DEFENSE

You need to get the drop on these GAC Soldiers immediately, because you have no cover from their fire when standing behind the defense turret. If you don't wipe them out before they get a chance to return fire, leave the turret and fall back to the tunnel.

At the same time as the four GAC Soldiers come rushing in near the defense turret, two more GAC Soldiers enter the area from the opposite end (where you entered it). They are not as significant a threat, so don't worry about them until you eliminate the first four. Remember that you can destroy the concrete barriers with the turret's heavy machinegun fire.

When the area is clear, proceed through the large mechanical gate that the four GAC Soldiers entered through.

Construction Site

At the other end of the tunnel that begins at the defense turret door are three more GAC Soldiers. Remain behind cover near the tunnel exit, because there's also a GAC Dead-Eye in a watchtower above and to the right of you.

Do not proceed into the area until you have picked off the GAC Dead-Eye. Avoid using Shadow here until after you take out the Dead-Eye, or he's likely to be sniped and incapacitated.

The other reason to proceed with caution is because a pair of GAC Dead-Eyes armed with GAC Shock Rifles enter from the far end of the area as you move into it.

GAC Shock Rifles take a few seconds to charge, and you can see the charge building in the barrel of the rifle. They fire large, hard-to-dodge balls of electricity that inflict severe damage, and even a glancing blow does full damage. Even a miss electrifies an object for several seconds and damages anyone who walks (or is thrown) into it.

Take out the Dead-Eyes, and pick up one of their Shock Rifles if you want to try it out. A GAC Soldier on the other side of the large mechanical gate ahead of you makes an excellent target for it. A weapon crate near the Soldier contains extra batteries for the Shock Rifle.

GAC SHOCK RIFLE

To use a GAC Shock Rifle effectively, you need to hold down the fire button to charge up the blast, which automatically fires as soon as it reaches maximum potency. You can release the fire button before the charge is complete, but it won't do as much damage, so you usually have to choose between accuracy and damage when using the weapon.

The trench beyond the weapon crate leads to a construction site, which has a number of GAC Soldiers waiting in ambush behind concrete barriers; scan the area with Shadow to find them all. Fire Shock Rifle blasts toward the cluster of enemies on the far side of the construction site, because one of them mans a defensive turret back there.

Clear the construction area before moving into it, because several more GAC Scouts and Soldiers come through a large mechanical door on the far end of the area. The GAC Shock Rifle is perfect for nailing foes who obligingly stand clustered in a doorway.

Go through the door that the Scouts and Soldiers entered through to reach the next section of the construction area. Pick up the NMX Shock Grenade near the weapon crate, which holds GAC PRTN Battle Rifles and ammo.

As you approach the weapon crate, an armored GAC transport crashes through a gate and deposits several GAC Soldiers in front of you. Use the grenade you just picked up to soften them up, and then fall back to the weapon crate to avoid sniper fire from a GAC Dead-Eye in a watchtower above you and to the right.

Eliminate the Soldiers that arrived in the transport, then the Dead-Eye in the tower, and then the GAC Scouts scattered around the area. Again, use Shadow's scanning ability to find all of the hidden enemies before they find you.

MORE BANG FOR YOUR BUCK

Look on the other side of the wooden fence near the weapon crate to find more GAC NMX Shock Grenades.

Tank Battle

When the area around the watchtower is clear, proceed cautiously forward along the path to trigger the appearance of a new foe: the GAC Tank, a walking artillery battery with a heavy machinegun that also fires rocket-propelled grenades.

As soon as the Tank's introductory cinematic ends, order Shadow to attack the Tank. Not only does this keep the Tank from targeting you, it also causes him to expose his only weak point: the yellow fuel drum on his back.

When Shadow has the Tank distracted, open fire on the Tank's fuel drum. If your aim is true, you should start to see pressurized gas escaping from it. When the Tank starts to spark, make sure that you're nowhere near him, because he's about five seconds from exploding, which inflicts splash damage in a wide radius.

After you take out the Tank, pick up a couple of GAC NMX Shock Grenades lying near the entrance to the garage that he came out of. Use the grenades and gas canisters in the garage to clear it of enemies from the entrance.

Enter the garage to trigger the opening of two alcoves in the right and far walls. Each has GAC Soldiers and a defensive turret in it.

Lure the Soldiers out of the garage and pick them off from the ramp to avoid the turret fire. Use your grenades and carefully aimed pistol fire to eliminate the soldiers manning the turrets.

When the coast is clear, go through the right alcove to proceed into a storage facility just outside of the GAC base.

Storage Facility

Three GAC Scouts patrol the floor of the storage facility. If you watch their movement patterns, you can get the drop on them quite easily. And if you shoot one of the gas canisters in the storage area when they're walking past it, you can take them out with a minimum of fuss.

There is a weapon crate in here that contains GAC "Predator" Pistols and ammunition. Load up, and then proceed toward the large blast door with the "GAC" stencil on it.

The door opens as you approach, and you have the chance to get the drop on two GAC Soldiers on the other side of it. Use Focus Mode to improve your chances of a quick, clean kill.

Eliminate them quickly, because two more GAC Soldiers also enter the storage room from the hallway that you used to reach it. Use Shadow to help you find and eliminate them, restock your pistol ammo from the weapon crate, and then go through the door that opens after all enemies have been eliminated.

Continue through the hallway beyond the storage room to reach the entrance to the stadium, which has been completely transformed into a high-tech military facility by the GAC. Jack sees Riggs in a GAC outfit watching Julian Temple on the local news. Temple announces that, effective immediately, the GAC will be used to bring peace and order to Grant City.

As soon as the announcement is official, Riggs orders his GAC Soldiers to eliminate some Union members, whose services are no longer required.

Infiltrate GAC Base: Deactivate the Generators

An electric fence keeps Jack from proceeding further into the GAC base.

ENEMIES

- GAC Soldier
- GAC Assault
- GAC Dead-Eye

WEAPONS AVAILABLE

- GAC "Predator" Pistol
- GAC SB3 Riot Shotgun
- GAC PRTN Battle Rifle

Jack can't continue any further until the electric fence that surrounds the main entrance of the base is deactivated. Fortunately, there's a small tunnel under the fence that's just large enough for Shadow to slip through.

GAC BASE ENTRANCE

When you take control of Shadow, switch to Sneak Mode and crawl under the glowing blue gap in the electric fence. Remain in Sneak Mode for the duration of this objective, because the base entrance is crawling with GAC Scouts and Soldiers.

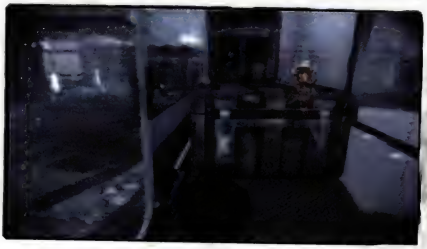
Hide behind the crate near the corner of the building near the hole in the fence. Wait for the Soldier that patrols around the far corner of the building's exterior to begin walking away from you, and then walk along the side of the building, hugging the wall so that the Soldier on the building's roof doesn't notice you.

Enter the building through the open doorway near the corner of it and eliminate the two Soldiers just inside the building with Stealth Kills. Believe it or not, if you do it properly, the second Soldier won't even notice that you killed the first one.

SHADOW KNOWS

Drag their bodies behind the console in the middle of the room. This keeps the Soldiers patrolling outside the building from noticing them and raising an alarm.

After eliminating the first two Soldiers, sneak to the other end of the building's interior and execute Stealth Kills against two more. Once again, if you perform a successful Stealth Kill on the first one, the second one won't even notice.



Drag the bodies to hide them from the Soldier who patrols at the far end of the L-shaped building that you're in. Hide behind some crates near this Soldier and lure him into the building with a muffled bark. Take him out as soon as you have the opportunity. You should be able to do it without anyone else noticing.

Return to the doorway that you originally entered the building through. Wait for the patrolling Soldier to walk as far away as possible from the stationary Soldier near the entrance. Lure the stationary Soldier into the building with a muffled bark and eliminate him.

If you have followed all of these steps exactly, there should only be four Soldiers remaining. Three of them are on the rooftops of the buildings, guarding the generators. The fourth patrols around the other large building. Sneak up on him and execute him with a Stealth Kill.

Now you have to eliminate the three Soldiers on the rooftops. Start with the one on top of the building near the last Soldier you killed. You'll find the stairs leading up to the roof near one of the rooftop Soldiers.

Approach and climb the stairs when the Soldier is not looking in your direction, and then eliminate him with a Stealth Kill.

Once you get rid of the first Soldier on the roof of the building, it's easy to sneak up on the second one when his back is turned. You'll find him right near one of the two generators that you need to disable.

That leaves only one last Soldier, who is on the roof of the first building that you entered. Use your usual stealth techniques to eliminate him silently, but don't sweat it—even if he notices you, you should still be able to eliminate him easily with a sprinting pounce attack.

With all of the GAC Soldiers eliminated, you can now disable the two rooftop generators. Use your compass to help you find the generators if you have any trouble.

Shadow doesn't exactly have a degree in engineering, so he uses a rather unique method for disabling the generators. It's not something that they'll be teaching in GCPD K9 class, but you can't argue with results.

INFILTRATE THE GAC BASE

Shutting down both generators and disabling the electric fence completes this objective.

As soon as the generators are deactivated, you resume control of Jack. Go through the now-open gate in the electric fence, and let Shadow lead you to a large mechanical door, which is accessible from a walkway on the rooftop of one of the buildings.

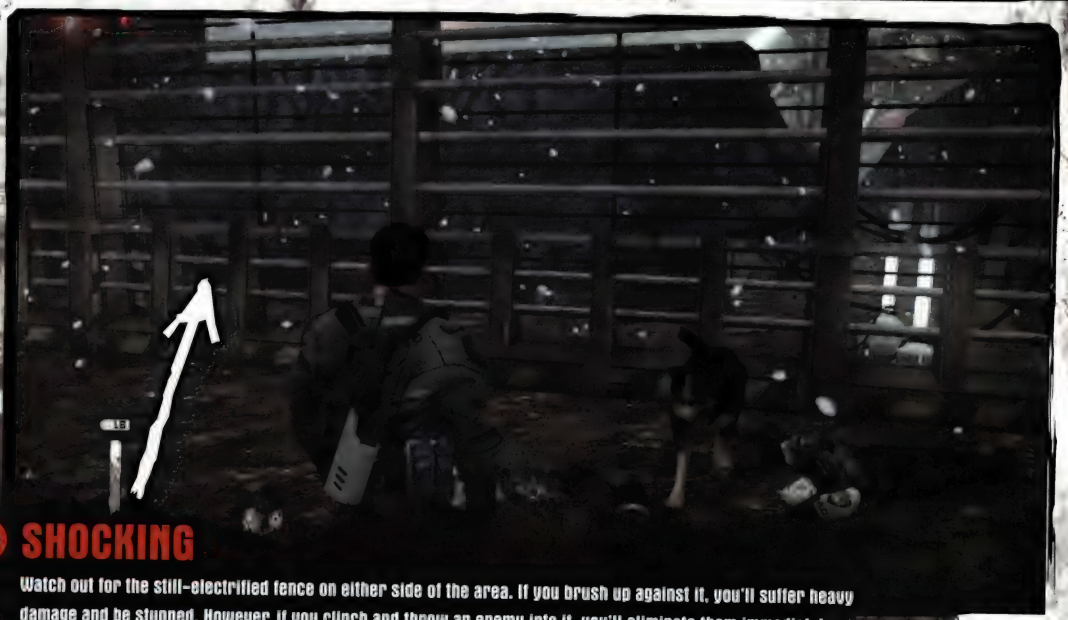
Go through the door to proceed further into the GAC base. Because Shadow was so effective at eliminating the GAC Soldiers at the base entrance, the enemies in the next area are not on alert.

There are two GAC Dead-Eyes stationed on a walkway that extends between two watchtowers. Below them are GAC Soldiers and a GAC Assault. Take out the Dead-Eyes first from a distance with carefully aimed pistol fire.

Once the Dead-Eyes are gone, you can use Shadow to help you eliminate the remaining enemies on the ground without risking him being incapacitated by sniper fire.

If you shot the Dead-Eyes from a great enough distance, the enemies on the ground won't even be alerted to your presence. If that's the case, pick off the GAC Assault with a headshot, and then eliminate the Soldiers.

An ammo crate beyond this group of enemies contains GAC "Predator" Pistols and ammo. Lock and load and continue down the stairs at the end of the area.



SHOCKING

Watch out for the still-electrified fence on either side of the area. If you brush up against it, you'll suffer heavy damage and be stunned. However, if you clinch and throw an enemy into it, you'll eliminate them immediately.

Destroy the 3 GAC Gunships

The GAC are using their heavily armed gunships to move troops and equipment around Grand City. Find some explosives and take them out!

ENEMIES

- GAC Scout
- GAC Soldier
- GAC Assault

WEAPONS AVAILABLE

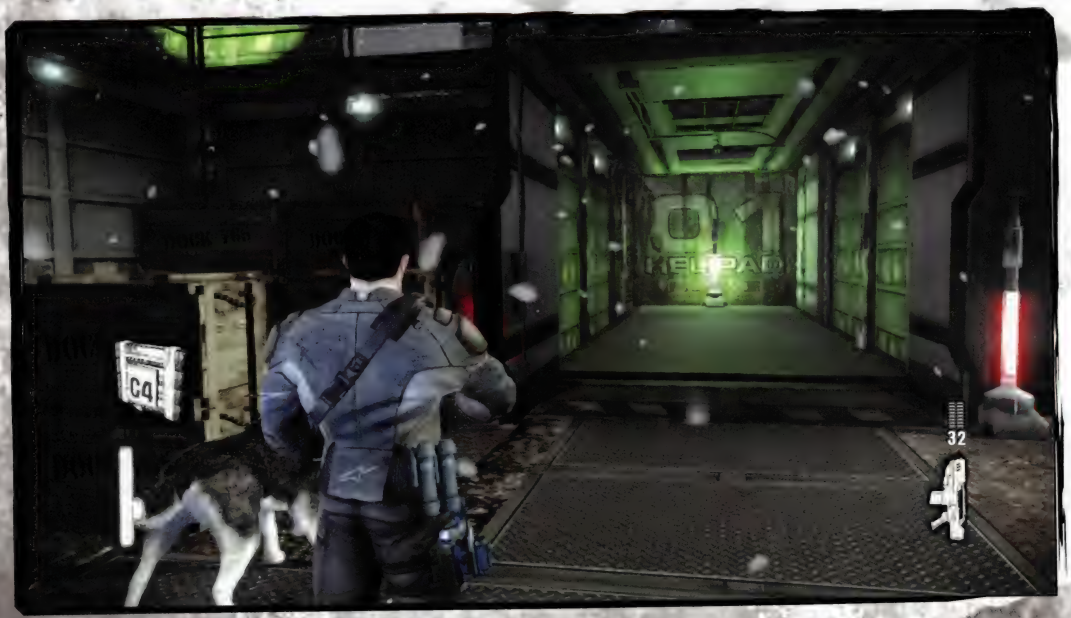
- GAC PRTN Battle Rifle

As Jack catches sight of the four helicopter gunships on the GAC base helipads, he decides that they are his next target. The first item on his agenda is to find some explosives.

GAC BASE HELIPADS

The stairs lead down to a hub area between the four helipads that is patrolled by several unwary GAC Scouts and Soldiers. Eliminate them by whatever means you prefer, and then pick up some C4 explosives from a crate marked "Dock 765".

Once you grab the explosives, a door next to the crate swings open, and a GAC Assault comes bursting through it. Beat him down, load up on GAC PRTN Battle Rifle ammo from the crate in the middle of the hub area, and proceed through the door that just opened toward Helipad 01.



Helipad 01

ENEMIES

- GAC Scout
- GAC Tank

WEAPONS AVAILABLE

- GAC "Predator" Pistol
- GAC PRTN Battle Rifle

The entrance to Helipad 01 is guarded by a single GAC Scout, who is not aware of your approach. Take him out before he can reach the GAC HMG Defense Turret directly outside of the Helipad 01 entrance, and then proceed into Helipad 01.

When you first enter Helipad 01, there are only four enemies in the area, and three of them (GAC Scouts) are inside of the battle box beneath the helipad.

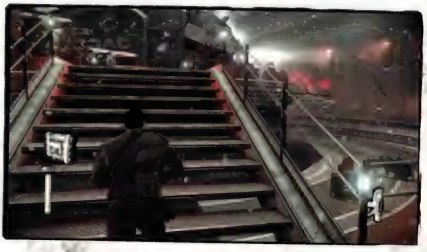
However, the fourth is a GAC Tank, who starts charging toward you as soon as you enter Helipad 01. You can either sic Shadow on him to distract him and shoot his fuel drum with your GAC PRTN Battle Rifle, or you can lure him back out to the defensive turret and use that against him while Shadow distracts him.

After eliminating the Tank, pick off the GAC Scouts through the windows of the battle box. If you're having trouble hitting the last one, go through the door and take him out in hand-to-hand combat. You can also lob a grenade in there.

A weapon crate inside of the battle box holds GAC PRTN Battle Rifles and ammo. Equip yourself, and then use the bridge control console to extend a bridge to the helipad above you.

Exit the battle box, go back up the stairs to the main level walkway that runs around the circumference of Helipad 01, and then climb the short set of stairs that lead up to the recently extended bridge to the helipad.

Approach the helicopter gunship and press the action button to plant C4 explosives on the gunship—then turn around and run! You have only five seconds to get clear of the blast.



Sprint out of Helipad 01 and immediately jump behind the defense turret, because several GAC Scouts rush into the area from the same direction you originally came.

The Scouts will hide behind the nearby crates for cover—which is an excellent strategy, considering how inaccurate the turret is. Flush them out with Shadow and blast them when they're forced to break cover.

DESTROY THE 3 GAC GUNSHIPS (1/3)

Blowing up the helicopter gunship in Helipad 01 completes the first third of this objective.

Helipad 02

ENEMIES

- GAC Scout
- GAC Soldier
- GAC Dead-Eye
- GAC Tank

WEAPONS AVAILABLE

- GAC "Predator" Pistol
- GAC PRTN Battle Rifle
- GAC .338 Sniper Rifle
- GAC Shock Rifle

When the carnage is complete, pick up GAC "Predator" Pistols and ammo from the fallen Scouts, and then backtrack back the way you came. A new door has opened along the tunnel to Helipad 01. That door leads toward Helipad 02.

As soon as you go through the door, turn left and aim at the GAC Scout who drops behind the defense turret on a ledge in front of you. Pick him off before he can do any damage, and then take out the Scout who runs up the path beneath him with a GAC Shock Rifle.

Go up the stone steps that end in a ladder extending up to the Helipad 02 entrance. Shadow won't be able to follow you into Helipad 02.

Two GAC Dead-Eyes stand at the edge of the platform at the top of the ladder, facing away from you. A well-thrown grenade will take one of them out, leaving the other one for you to pick off or beat up.

Be quick about it, because on a distant section of the upper walkway that you're on is a GAC Tank, with another Dead-Eye next to him. The top of the ladder is right in their line of sight, so keep some cover between you.

Pick up a GAC .338 Sniper Rifle from one of the Dead-Eyes you just killed and use it to snipe the Tank's fuel drum. One well-placed shot will do it. The resulting explosion should take out the adjacent Dead-Eye.

There is another Dead-Eye, a GAC Scout and a GAC Soldier along the upper walkway. You need to run along the entire length of it to get to the ladder near the Tank, so snipe them from a distance, or rush each of them and kick the snot out of them.

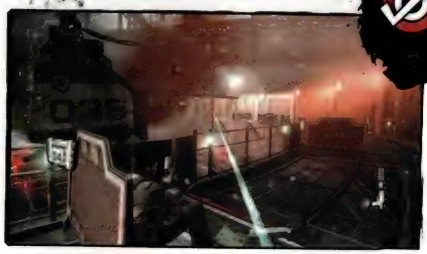
If you want to reload your GAC .338 Sniper Rifle, use the weapon crate near the end of the upper walkway. Descend the ladder that leads down to the main level of Helipad 02.

As in Helipad 01, enter the battle box in the center of Helipad 02 to activate the bridge control. You can also pick up a GAC PRTN Battle Rifle and ammo from a weapon crate in here.

Exit the battle box, climb the stairs to the main level pathway, and cross the extended bridge to the warship. Plant the explosive on the warship and turn and run to get clear of the blast before the timer reaches 0:00.

DESTROY THE 3 GAC GUNSHIPS (2/3)

Blowing up the second helicopter gunship in Helipad 02 completes two-thirds of this objective. Two down, one to go!



As soon as the gunship detonates, a GAC Dead-Eye and three GAC Scouts appear on the upper walkway and try to snipe you. If you have the sniper rifle, you can get behind cover and return the favor. If you have the battle rifle, you can try the same tactic, or you can climb the ladder back up to the upper walkway and engage them on a more level playing field.

However you choose to eliminate the Dead-Eyes, return to the upper walkway and retrace your steps to leave Helipad 02. But be careful—three GAC Scouts wait for you just outside. Pick them off from the top of the ladder, and remember that you can order Shadow to attack them as well.

Helipad 03

ENEMIES

- GAC Scout
- GAC Assault
- GAC Dead-Eye
- GAC Tank

WEAPONS AVAILABLE

- GAC "Predator" Pistol
- GAC PRTN Battle Rifle
- GAC .338 Sniper Rifle

After leaving Helipad 02, backtrack to return to the hub area where you found the C4 explosives. As you enter it, a GAC Assault comes charging out of a door across the area from you.

He runs straight toward you and has a lot of ground to cover, so you shouldn't have any trouble picking him off well before he reaches you. Once he's taken care of, go through the door he entered through.

Follow the path in the only direction that it leads to reach a small area with a GAC Dead-Eye and a GAC Scout in it. If you're lucky, you'll even have the element of surprise. Eliminate them both, and continue up the stone steps beyond them.

The steps end at the entrance to Helipad 03, which appears suspiciously unguarded. It turns out that it's not too good to be true—the helipad really doesn't have a GAC presence…yet.

Enter the battle box beneath the helipad, equip yourself with a GAC PRTN Battle Rifle and ammo if you want, and then use the bridge control to extend the bridge to the helipad as usual.

As soon as you activate the bridge control, all hell breaks loose. A GAC Tank and two GAC Scouts appear outside of the battle box, and four GAC Dead-Eye snipers take up positions along the upper walkway around the perimeter of Helipad 03.

Your first priority should be the Tank. Send Shadow to attack him while you remain in the battle box, safe from Dead-Eye fire. Blast the tank's fuel drum to detonate it, which hopefully takes care of at least one GAC Scout as well.

STAY FOCUSED

Remember that Focus Mode boosts the damage you inflict and reduces the damage you take. Even if you're relatively secure in the battle box, it's still worth using to take the Tank down quickly.

Once the Tank and Scouts are down, take a moment inside the battle box to recover, and then exit the battle box. Hug the outer wall to prevent more than one GAC Dead-Eye from being able to aim at you at a time.

Use your battle rifle or pistol to pick off the four Dead-Eyes, one by one. When they're no longer a threat, blow up the third warship to complete the objective.

DESTROY THE 3 GAC GUNSHIPS (3/3)

Blowing up the final helicopter gunship in Helipad 03 completes this objective.

Two more GAC Dead-Eyes run into Helipad 03 from the entrance that you came in through. Pick them off on your way out.

Boss Fight: Riggs

Time for Riggs to get what's coming.

ENEMIES

GAC Soldier

Riggs (Boss)

WEAPONS AVAILABLE

GAC PRTN Battle Rifle

Once again, backtrack to the hub area where you originally found the C4 explosives. This time, Riggs is there on the upper perimeter of the area, and he's not about to let you leave alive.

The arena in which you fight Riggs has several areas of cover on the ground floor (where you and Shadow are), as well as a weapon crate that contains GAC PRTN Battle Rifle ammo.

The upper perimeter (where Riggs is) has two defense turrets, one on either end of it. It also has several armored panels for him to hide behind and fire at you from. An enemy icon in the lower left corner of the screen indicates Riggs' position and damage level, just the Tseng icon did during your last boss fight.

Believe it or not, you want Riggs to remain behind the turrets as often as possible, for several reasons: he's totally exposed, he remains still, and if you attack when he's not firing, it takes him a couple of seconds to spin up the turret and fire.

SAVE YOUR FOCUS

Use Focus Mode defensively during this fight. It's very difficult to replenish, because you don't face many enemies other than Riggs. If you burn it to inflict more damage on him, you'll be without it if you wind up in a tight spot.

As usual, headshots inflict much greater damage than body shots, so careful aim pays dividends. Reposition yourself behind different areas of cover as Riggs moves around the perimeter of the arena. Make a break for the weapon crate if your ammo runs low.

RIGGS: DOG LOVER?

Maybe it's because Shadow is no threat to him on the arena floor, or maybe it's because Riggs has a soft spot for canines, but he will not attack Shadow during the battle.

Although Riggs can absorb a great deal of punishment, it's relatively easy to avoid his attacks and recover from them. However, once he takes one-quarter damage , he arms some mines on one side of the arena floor, and a GAC Soldier enters the arena.

Sic Shadow on the GAC Soldier and stay focused on Riggs, avoiding the mines altogether. Continue with the same strategy against Riggs that you've used so far.

When Riggs reaches half damage, two more GAC Soldiers enter the arena near the weapon crate. Once again, sic Shadow on them and support him with some cover fire. Riggs also enables a second set of mines near another wall of the arena, so be sure to stick to the middle of the arena as much as possible.

Keep blasting away at Riggs whenever he gives you the opportunity—which he does, quite often. As long as you are behind cover and use it intelligently, you should have no problem dealing the damage without taking much in return.

When Riggs is at three-quarters damage, he arms a third set of mines against an arena wall and calls in two more GAC Soldiers, but that's his last trick. As long as you remain in the middle of the arena as much as possible, you have nothing to fear from the mines.

You and Shadow should be able to take out the Soldiers with no problem, especially if you have any Focus remaining.

Keep firing at Riggs, and eventually he tumbles to the arena floor, defeated. Jack cuffs him to a pole and goes to plant a bomb on Riggs' helicopter, the final gunship on the GAC base.

SAFE HAVEN

Although you can't use the tunnel that the GAC Soldiers enter through, you can retreat to it if you need a breather. Given its proximity to the weapon crate, it's extremely convenient for replenishing your health while you reload your ammo.

Destroy the Final Gunship

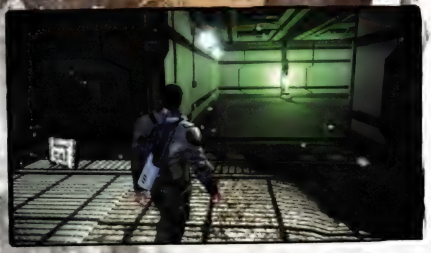
The GAC are using their heavily armed gunships to move troops and equipment around Grant City. Find some explosives and take them out!

ENEMIES

GAC Scout

WEAPONS AVAILABLE

GAC PRTN Battle Rifle



With Riggs captured, evidence against Temple found and the GAC nearly crippled, Jack's mission is almost at an end. If he can destroy the last warship, the GAC is history.

Pick up some more C4 explosives from the Dock 765 crates in the corner of the arena. Go to the far corner of the arena, where a door opens for you as you approach it. Go through the door and follow the path in the only direction that it leads.

You should get the drop on a GAC Scout going up some stairs that lead to the final gunship. Instead of picking him off right away, follow him quietly and eliminate him and another unwary Scout in a small room at the top of the stairs.

These are the last enemies that you face in the chapter. Continue climbing the stairs up to the helipad and approach the gunship to trigger a cinematic.

Captain Redwater stops Jack from destroying the gunship by hitting him from behind and knocking him out. When Jack awakens, he's in the gunship with Redwater and Riggs. Jack plays Redwater the recording of Riggs and Temple plotting Redwater's murder.

Redwater kills Riggs and tosses him out of the gunship. Jack grabs onto Riggs' body and lets the momentum pull him out of the helicopter as well. It's a rough landing, but probably not as rough as the treatment Jack would have received at Redwater's hands.

CHALLENGE BONUS CATEGORIES

Clear Time Bonus: 3000 pts if <25 minutes; 0 pts if >55 minutes

Kill Variation Bonus: 1500 pts max

STYLE BONUS CATEGORIES

Survival Bonus: 1500 if neither Shadow or Jack is ever incapacitated

Headshot Bonus: 1000 for 10 or more

Takedown Bonus: 500 for 5 or more

Tag Team Bonus: 1000 for 5 or more

Counter Bonus: 500 for 5 or more

Stealth Kill Bonus: 1000 for 5 or more

KILL BONUS CATEGORIES

Gun Kills: 500 pts for 10 or more

Shadow Kills: 500 pts for 5 or more

Melee Kills: 500 pts for 5 or more

BADGE REQUIREMENTS

Bronze: 3500 pts

Silver: 6900 pts

Gold: 10400 pts

7 Frame Story

Defend Jack

Jack is badly injured...stop the Triad from finishing him off!

ENEMIES

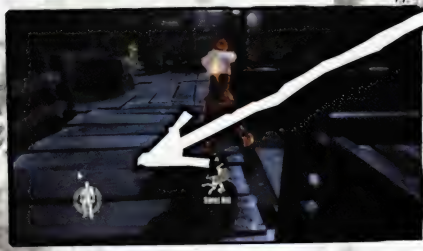
- Black Hand Scout
- Black Hand Soldier

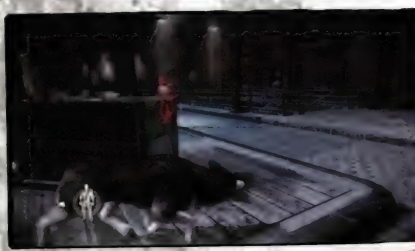
WEAPONS AVAILABLE

- Not applicable

Jack was so close to stopping the GAC's planned reign of terror, but Redwater stopped him at the last moment. At least Jack knows what Temple and Redwater are planning. Now he has to figure out how to stop them.

Jack took a nasty tumble out of Redwater's gunship. He's lucky to be alive, and he's in no condition to defend himself. It's up to Shadow to make sure that Jack makes it to a safe haven where he can lick his wounds and plan his next move.





CHINATOWN PIER

The start of this chapter is a reprise of the Prologue chapter from the beginning of the game. But this time, the Black Hand enemies use better tactics and weapons, so you need to use solid strategy to eliminate them quickly and safely.

VITAL SIGNS

The partner icon in the lower left corner of the screen indicates Jack's current position and his damage level. The more red in the icon, the closer Jack is to death. Jack will start to recover from his wounds automatically if no one attacks him for a few seconds.

Jack limps along an L-shaped pier below an elevated street that surrounds it. There are four sets of stairs that run between the pier and the street level: one at the start of the pier, one at the end of the pier and two on the left side of the middle of the pier (as you face the end of it).

When you take control of Shadow, Jack starts walking down the stairs at the start of the pier. Instead of following him, turn left and walk along the street in Sneak Mode to find a Black Hand Soldier waiting for Jack at the top of the next set of stairs. Creep up behind him and execute a Stealth Kill to eliminate him.

Remain on the street level and walk past the stairs where the first Black Soldier was stationed. Go down the next set of stairs that you come to. Another Black Hand Soldier should be walking past the foot of the stairs toward Jack, oblivious to you. Sneak up behind him and take him out.

Turn right to walk toward Jack and a third Black Hand Soldier who lies in wait for him. The Soldier should be distracted by Jack's approach, so you shouldn't have any trouble sneaking up behind him for a Stealth Kill.

SILENT AND DEADLY

Whenever possible, try to eliminate enemies with Stealth Kills, as that is the quickest way to take them down. Sprinting and attacking works too, and it has the added benefit of sending them fleeing from you. Any other attack requires you to mash the attack button repeatedly, which eats up valuable time.

Next, turn around and run to the end of the pier and up the stairs at the end of it. If you time it right, you'll intercept a Black Hand Scout who's running toward them. Surprise him with a leaping bite to the throat.

Your next target is the nearby Black Hand Soldier who stands at street level above the 90-degree turn in the pier near the end of it. Sprint toward him and leap at him to take him out.

Sprint counter-clockwise around the street level to find the third Black Hand enemy in this group, who will be somewhere near the 90-degree turn or the first set of stairs that you come to.

Two of the three enemies in the third and final group run to the stairs near the 90-degree turn in the pier. One Black Hand Scout fires down at Jack from the top of the stairs, and a second Scout runs down the stairs to attack him from pier level. Take them both out before they can seriously injure Jack.

The final enemy, a Black Hand Soldier, fires down at Jack from the top of the stairs at the end of the pier. The best way to reach him is to sprint along the pier past Jack—this gives the Soldier another target instead of Jack.

Jack arrives at Phillies Bar and meets up with Faith Sands. (All of the story thus far has been a flashback from the prologue.) She tries to order a medevac flight, in order to sneak Jack into Temple Tower, but she is shot by a sniper before it arrives.

DEFEND JACK

Killing all 9 Black Hand enemies before they can kill Jack completes this objective.

Get Faith to the Medevac

Get Faith to the medevac before she bleeds out!

ENEMIES

GAC Scout

GAC Soldier

WEAPONS AVAILABLE

GAC BX4 Burst Pistol

The medevac is on its way, but now it has a new purpose—saving Faith's life. Jack needs to get Faith to the helipad on the roof, but the GAC doesn't intend to make that easy for him.

PHILLIES BAR

As soon as you resume control of Jack, you have to stop three unarmed GAC Soldiers from finishing the hit job on Faith. They will be her primary target, so stay close to her, order Shadow to attack one of them and engage the others in melee combat to take them down and keep them from killing Faith.

When the first three GAC Soldiers are defeated, two more Soldiers and a GAC Scout burst into the bar. One Soldier is unarmed; the other two GAC enemies have GAC BX4 Burst Pistols, which fire a quick four-shot burst.

Sic Shadow on one of the armed enemies to cut down on the amount of lead that's flying around the bar. Disarm and eliminate the other one, or let your fists do the talking instead.

As soon as the second group of enemies has been eliminated, run to Faith and press the action button to pick her up and carry her out of the bar through the door that the Scout and Soldiers just came through.

FAITH HEALING

Faith's position and damage are indicated by the partner icon in the lower left corner of the screen. Even if she's not being attacked, she suffers damage over time as she bleeds out. You can restore her health when carrying her by holding X/▣.

You move slowly when carrying Faith, and you can't use a weapon either. Keep Shadow close to you and ready to attack enemies that get the drop on you. When you have to engage foes, put Faith down somewhere out of the line of fire. Remember that your weapon will not be drawn after you put Faith down.

Carry Faith out of Phillies Bar and down the hallway that leads to the scaffolding behind it. As you approach the scaffolding, you see a GAC Scout run past on his way up the scaffolding. Put Faith down and continue without her, to keep her safe from the gunfighting that's about to take place.

SCAFFOLDING

ENEMIES

- GAC Scout
- GAC Soldier

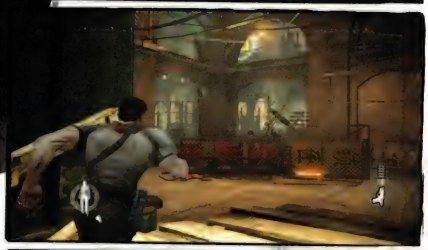
WEAPONS AVAILABLE

- GAC "Predator" Pistol
- GAC BX4 Burst Pistol
- GAC INC-196 Flash Grenade

Send Shadow after the GAC Scout, and then turn your attention to the other end of the scaffolding, where several GAC Soldiers and Scouts lie in wait for you.

BOOM GOES THE DYNAMITE

Wait for them to reach a landing near a pair of gas canisters, and then shoot the canisters to blow them up and take out most or all of the GAC enemies.



Go back for Faith and carry her up the scaffolding. More GAC Scouts will appear from the top of it once you're about halfway to the next building. Put Faith down behind cover and engage them with Shadow to eliminate them.

Two more GAC Scouts run up the last section of scaffolding and into the next building at the end of it. Put Faith down, explore the area that they ran from to find a weapon crate containing GAC "Predator" Pistols and ammo, and then continue into the next building.

Your immediate threats at the top of the scaffolding are the GAC Scout and Soldier inside the building at the end of it. Although there is a barricade here that offers tremendous cover from enemy fire, the close-quarters combat makes this more of a liability than a defensive position. Use it only in case of emergencies.

When the coast is clear, go back for Faith and carry her to the end of the scaffolding—but be careful! When you return with Faith, more GAC Scouts and Soldiers appear from the rooftop ahead of you.

Lay Faith down behind the barricade, and engage the Scouts and Soldiers in front of the barricade to ensure that they never get a clear line of fire at Faith.

ROOFTOPS

ENEMIES

- GAC Scout
- GAC Soldier
- GAC Assault
- GAC Dead-Eye

WEAPONS AVAILABLE

- GAC "Predator" Pistol
- GAC BX4 Burst Pistol
- GAC PRTN Battle Rifle
- GAC P1 Assault Rifle
- GAC .338 Sniper Rifle

Carry Faith to the weapon crate on the rooftop ahead of you and pick up a GAC .338 Sniper Rifle from it. This comes in handy for picking off the two GAC Dead-Eyes on the rooftop to your right (as you face the crate), as well as the GAC Scout who mans a defense turret on that same rooftop.

You can run out onto the skybridge that connects the rooftop your on with an adjacent rooftop and use the neon sign for cover. You can also aim and fire through the chain link fence before the skybridge, which is a safer option.

When the skybridge is clear walk across it. Two GAC Scouts run across the rooftop in front of you. If you don't pick them off when they cross in front of you, get ready to pick them off on the rooftop with the defense turret on it. In fact, covering the turret is great strategy, since that's exactly where they're headed.

Go back for Faith, heal her up, and then carry her across the skybridge. You can pick up a GAC PRTN Battle Rifle and ammo from a weapon crate at the end of it.

Face the next skybridge, located just to the left of the weapon crate, and open fire on the GAC Assault and two GAC Soldiers that run across it toward you. You should be able to eliminate all three before they reach you.

Go back for Faith and carry her across the next skybridge. Lay her down at the end of it, and then proceed to the rooftop terrace beyond it where the GAC Dead-Eyes were camped previously.

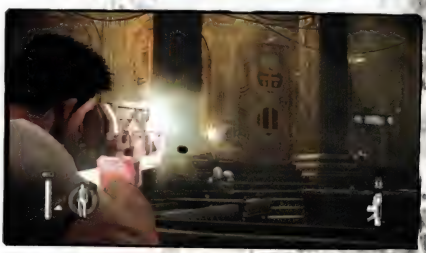
Several GAC Scouts and Soldiers rush into the terrace from the building beyond it. Eliminate them using standard gunfighting techniques, but watch out for the GAC Soldier who mans the defense turret.

When the terrace is clear, go back for Faith and carry her up the stairs of the terrace and into the building beyond it. As soon as you see GAC Soldiers, GAC Scouts and a GAC Assault enter the area, lay Faith down behind one of the large planters and return fire.

If you're able to switch into Focus Mode, now is the time to do it. The Soldiers are armed with GAC P1 Assault Rifles, which have a very high rate of fire, making it hard to return aimed fire without suffering a lot of damage quickly. Grenades are very helpful here as well, as are any distractions that Shadow can provide.

The enemy that you really need to focus on is the GAC Assault. If he reaches you and engages you in melee combat, you'll be a sitting duck for any remaining Soldiers.

When the area is clear, carry Faith to the heliport elevator at the far end of the building. Once inside, press the action button near the elevator control panel to begin the ride to the heliport.



FOCUS!

If you've been saving up your Focus, this is a great opportunity to use it and clear the area quickly and safely, but save some for the next battle as well.

Take Out the GAC Spotlights

The medevac can't land until the GAC spotlights tracking it are taken out.

ENEMIES

- GAC Scout
- GAC Soldier
- GAC Heavy Support

WEAPONS AVAILABLE

- GAC "Predator" Pistol
- GAC BX4 Burst Pistol
- GAC P1 Assault Rifle
- GAC UW5A RPG Launcher
- GAC INC-196 Flash Grenade

When the elevator doors open, Jack carries Faith out onto the heliport, but the GAC illuminate the medevac chopper with three spotlights and open fire on it with turret guns. Jack has to take out the spotlights in order to save Faith's life.

FIRST SPOTLIGHT

Shadow stays with Faith to protect her. Start your journey to the first spotlight by descending three consecutive ladders to return to the level of most of Chinatown's rooftops.

THE CLOCK IS TICKING

Faith continues losing blood while you work to disable the spotlights. If you don't return to her before her partner icon turns completely red, she dies. If Jack dies during the mission, Faith is at full health when you retry, regardless of her health level when Jack died.

From the bottom of the third ladder, run out onto the rooftop and get behind a smoking chimney for cover. From there, pick off the GAC Scouts ahead of you.

Make sure to pick up all of the weapons and ammo that the Scouts leave behind, because you're going to need them. As you proceed down the rooftop, you see your first GAC Heavy Support, a slow-moving, heavily armored suppression soldier armed with a GAC UW5A RPG Launcher.

There's absolutely nothing fancy about this fight. Just get behind cover, line up your sights on the Heavy Support and fire away in quick bursts until he falls. Duck back behind cover to avoid his lethal rocket propelled grenades.

Pick up the GAC UW5A RPG Launcher from the fallen GAC Heavy Support, and note that it has four rockets in its clip. Run down the rooftop ledge, turn right at the end of it and launch a rocket at the GAC Soldiers and Scouts that run toward you.

Continue along the path and use the RPG launcher's remaining rockets to take out more GAC Soldiers and Scouts that charge toward you along the way. When the RPG launcher is empty, pick up weapons from your fallen foes before proceeding further.

When you reach the wooden scaffolding leading up to the next area, look for a gas canister at the foot of a wooden ramp ahead of you. Shoot it to detonate it as more GAC Soldiers rush past it.

Pick up some INC-196 Flash Grenades from a weapon crate near the wooden ramp, and then go up the ramp to encounter several GAC Scouts and Soldiers around a defense turret. Use a flash grenade to stun them, and then take them all out.

EXPLOSIVE TECHNIQUES

Want to clear the area before your foes recover from the grenade's dazzling effect? Shoot the gas canister behind the defense turret to take everyone out in one fell swoop.

LOOK OUT BELOW

As you encounter foes along the rooftops, remember that you can clinch them and throw them off of the rooftops to eliminate them quickly.

The generator that powers the first spotlight is in a corner of this rooftop. Follow the cord leading from the spotlight to find it. Press the action button near it to disable it.

TAKE OUT THE GAC SPOTLIGHTS (1/3)

Shutting down the generator that powers the first spotlight fulfills one-third of this objective.

SECOND SPOTLIGHT

ENEMIES

- GAC Scout
- GAC Soldier
- GAC Heavy Support

WEAPONS AVAILABLE

- GAC "Predator" Pistol
- GAC BX4 Burst Pistol
- GAC P1 Assault Rifle
- GAC UW5A RPG Launcher
- GAC INC-196 Flash Grenade

Leave this rooftop area via the wooden ramp to lure a GAC Scout and Soldier toward you. You can either shoot them with the weapon you're equipped with, or you can lead them back to the defense turret and use it against them.

A GAC Heavy Support trudges along behind them. You should definitely use the defense turret against this bruiser, as it makes much shorter work of him than anything you have in your personal arsenal.

Use the Heavy Support's RPG launcher against the next wave of GAC Soldiers that rush you from the same direction. Be especially careful of the soldier manning another defense turret at the end of the skybridge that they come across.

When you reach the defense turret, the temptation is to get behind it and use it against the GAC Scouts that fire at you from the next rooftop, but don't do that—you'll be totally exposed to their fire and killed in seconds.

Instead, get behind cover and fire RPGs at them, shooting any remaining Scouts that the explosions don't take out. Stunning them with flash grenades first is an excellent strategy.

Once the rooftop is clear of GAC Scouts, approach the second generator behind the defense turret and press the action button to deactivate it. Two down!

TAKE OUT THE GAC SPOTLIGHTS (2/3)

Shutting down the generator that powers the second spotlight fulfills the second third of this objective.

THIRD SPOTLIGHT

ENEMIES

GAC Scout

GAC Soldier

WEAPONS AVAILABLE

GAC "Predator" Pistol

GAC BX4 Burst Pistol

GAC P1 Assault Rifle

With the second spotlight out, cross the rooftop that the GAC Scouts were defending. When you reach the other side, get behind cover and aim at the end of the skybridge that connects this rooftop with the next one. Three GAC Soldiers come running at you from this skybridge.

A GAC Scout mans yet another defense turret at the far end of the skybridge. Pick him off from behind cover before attempting to cross the skybridge.

When you reach the other end of the skybridge, four more GAC Scouts and a GAC Soldier rush out to attack you. If you use Focus Mode, you should be able to eliminate them all with the turret before they can finish you off. Otherwise, retreat to the crate in the middle of the skybridge and use it as cover to pick them off safely.

The final spotlight generator is on this rooftop, just beyond the turret. Deactivate it in the same way that you shut down the last two.

TAKE OUT THE GAC SPOTLIGHTS (3/3)

Shutting down the third generator completes this objective.

Return to Faith at the Helipad

Get Faith to the medevac before she bleeds out!

ENEMIES

Not applicable

WEAPONS AVAILABLE

Not applicable

The spotlights are shut off, but Faith is still in bad shape. Jack needs to get back to her and use her radio to signal the all clear.

With the spotlights disabled and the GAC turrets unmanned, the medevac can now land, but you need to get back to Faith to call it in. Backtrack all the way back to the ladder that you used to climb down to the rooftops. If you can't remember which way to go, use your mission compass at the top of the screen.

There are no enemies on the return trip, so there's no reason not to sprint the whole way back. Don't bother picking up any more weapons or ammo either; you've fought your last foes of the chapter.

When you reach the roof, the medevac chopper lands, and Jack gets into it with Faith and Shadow. Jack tells the pilot to get them to the hospital immediately…and then he has a favor to ask of the pilot.

CHALLENGE BONUS CATEGORIES

Clear Time Bonus: 3000 pts if <15 minutes; 0 pts if >35 minutes

Kill Variation Bonus: 1500 pts max

STYLE BONUS CATEGORIES

Survival Bonus: 1500 if neither Jack or Shadow is ever incapacitated

Headshot Bonus: 1000 for 10 or more

Takedown Bonus: 500 for 5 or more

Tag Team Bonus: 1000 for 5 or more

Counter Bonus: 500 for 5 or more

KILL BONUS CATEGORIES

Gun Kills: 500 pts for 10 or more

Shadow Kills: 500 pts for 10 or more

Melee Kills: 500 pts for 10 or more

BADGE REQUIREMENTS

Bronze: 3500 pts

Silver: 6900 pts

Gold: 10400 pts

8 Atonement

Arrest Julian Temple

Temple is behind everything...bring him to justice!

ENEMIES

- Security Guard
- Heavy Security

WEAPONS AVAILABLE

- Blackpowder Pistol
- Diamondback SMG
- GAC "Predator" Pistol
- GAC BX4 Burst Pistol
- GAC SB3 Riot Shotgun
- GAC INC-196 Flash Grenade

With Faith safe at the hospital and receiving the medical attention she needs, Jack convinces the medevac chopper pilot to take him to Temple Tower.

Jack failed to bring Riggs to justice, and Redwater managed to escape, but Jack can still arrest the ringleader of the GAC operation, Julian Temple.

ENTERING TEMPLE TOWER

As soon as you land, three Temple Tower Security Guards and a Heavy Security run up the stairs to the helipad to stop you from coming for their boss. This first group of enemies is unarmed, so use your mass-melee combat skills to take them out.

The Heavy Security is much tougher than the Security Guards, so send Shadow after him if possible. Be sure that Shadow stays in the fight. He makes it much easier taking these four foes down.

Shortly after the first wave of security attacks you, a second group of three Security Guards and a Heavy Security join them. Two of them are armed, one with a Blackpowder Pistol, the other with a GAC BX4 Burst Pistol—disarm or defeat these foes immediately to keep them from firing at you.

Also, keep in mind that it's a long way down from the helipad. You can eliminate a lot of your enemies by engaging them near the edge of the helipad, clinching them and throwing them off of the roof.

Once you take out the first eight enemies, go down the stairs leading from the helipad. Your ultimate goal is to enter Temple Tower through the glass doors to your left, but another wave of Security Guards and Heavy Security won't make that easy for you.

The best way to reach the terrace outside of the doors to Temple Tower is to run up the stairs to the other helipad with the Channel 23 news chopper on it and run down the bridge that connects it to the terrace. Trying to fight your way up the stairs that lead straight up to the terrace surrenders the high ground to your opponents and puts you at a disadvantage.

Clear the terrace and lobby of security. More Security Guards and a Heavy Security run in to reinforce their allies as soon as you enter. Eliminate all enemies in the lobby, and then collect weapons and ammunition while enjoying your first breather of the chapter.

Go through the open door into a stairwell, and start descending the spiral staircase. You face more Security Guards and Heavy Security when you reach the first landing, as well as on the third landing. Use the large support pillar in the center of each landing as cover.

When the stairwell is clear, proceed through the doors at the bottom of it into the security control room. If you picked up any grenades from your fallen foes, the small, enclosed control room is the perfect place to use them.

You should be an old hand at close-quarters gunfighting by now, so use the same tactics that have gotten you this far to clear out the control room and proceed into the upper floor of Temple's penthouse.

UNDER SURVEILLANCE

If you take a moment to look at the security room monitors, you'll see GAC Scouts and Soldiers featured on them. Looks like it's only a matter of time before you'll be tangling with the GAC again.

Penthouse

You enter the upper floor of Temple's penthouse apartment from the security control room. Two staircases lead down to the lower floor, but the closer one is blocked with piled furniture. That means you have to cross the upper floor to reach the other staircase.

It should come as no surprise that more Security Guards and Heavy Security stand in your way. Take them out, remembering that padded furniture doesn't make for the most solid cover, and then proceed to the top of the stairs leading down to the lower level.

If you can lure enemies on the lower level up to you on the upper level, it's much easier to pick them off. If you do engage the enemies on the lower floor, run down the stairs and don't start fighting until you've found some cover.

When the penthouse is clear of enemies, pay attention to Shadow's frenzied barking near the grand piano. When you press the switch on the side of the piano, a wall slides open, revealing Temple in his panic room.

Approach Temple to trigger a cinematic, in which Temple denies that he's the mastermind behind GAC. Temple claims that it was all Redwater's idea, and that Redwater was the one who killed Frank Slate. Jack doesn't believe it until Temple calls Redwater and has him confirm it.

Temple is terrified of Redwater and is sure that Redwater is sending the GAC to eliminate him. Jack decides to protect Temple, but only so he can take him to the GCPD station and throw him in jail.

ARREST JULIAN TEMPLE

Finding and confronting Julian Temple in his panic room completes this objective. Getting him to jail safely is another matter...

Get Temple Out of Temple Tower

...Alive.

ENEMIES

- GAC Scout
- GAC Soldier
- GAC Heavy Support

WEAPONS AVAILABLE

- Diamondback SMG
- GAC BX4 Burst Pistol
- GAC SB3 Riot Shotgun
- GAC MP001 Autocannon
- GAC INC-196 Flash Grenade

Jack has Julian Temple in custody, but he needs to get him out of Temple Tower in one piece. To move Temple, press the action button near him, and Jack will hold him like a hostage.

That means that you can use firearms from this position, and Temple's flak jacket will absorb some of the damage from enemy fire. However, your movement rate is slowed, and you can't use cover, nor can you engage in melee combat.

Temple is also a never-ending source of ammunition. Whenever you need to replenish ammo for the weapon that you're holding, just hold down the reload button. Both the clip and the reserve ammo storage will refill instantly.

Finally, as with other escort missions, there is an icon representing Julian Temple's health and relative position in the lower left corner of the screen. If that icon turns completely red, Temple is dead and the mission is a failure. Temple automatically heals over time when out of combat for more than a few seconds.

PENTHOUSE LEVEL

30 seconds after you take custody of Temple, the GAC begin their assault on Temple Tower. The first wave of GAC Scouts and Soldiers comes through the glass doors leading out onto the terrace. Wait for them under the stairs that you came down to reach the lower level of the penthouse.

Shortly after the first GAC enters the penthouse, another group of Scouts and Soldiers comes through a hidden door in Temple's panic room, accompanied by a GAC Heavy Support.

EXPLOSIVE AMBUSH

There are some gas canisters just inside of the secret door in Temple's panic room that the second GAC wave enters through. If you shoot those canisters as soon as the door opens, you can take out most or all of this second wave in one glorious blast.

No matter what else is going on, focus all of your attacks on the Heavy Support. Not only does this prevent him from doing a lot of damage with his GAC MP001 Autocannon, taking him out means that you can grab that weapon and use it against the GAC.

As long as you are escorting Temple, that means you have virtually unlimited ammunition for the most powerful firearm in the game.

When the penthouse is clear of all GAC enemies, go through the now-open hidden door in Temple's panic room and perp-walk him down the short corridor to the elevator. Enter it and ride it down to the studio level of Temple Tower.

THAT'S ONE WAY TO CALL AN ELEVATOR

For a bit of fun, try calling the elevator while you're holding Temple and see what happens.

STUDIO LEVEL

When the elevator doors open, you see several of Temple's Security Guards running down stairs toward the sounds of gunfire. Follow them.

ENEMIES

- GAC Scout
- GAC Soldier
- GAC Heavy Support
- GAC Assault
- GAC Dead-Eye
- Security Guard
- Heavy Security

WEAPONS AVAILABLE

- GAC "Predator" Pistol
- GAC BX4 Burst Pistol
- GAC SB3 Riot Shotgun
- GAC P1 Assault Rifle
- GAC MP001 Autocannon
- GAC INC-196 Flash Grenade

THE ENEMY OF MY ENEMY

Temple's security will do anything in their power to keep their boss from being hauled off to jail. However, an even higher priority is keeping him from being killed by the GAC hit squad. If enemies from both groups are in the same room, let them shoot it out until only one side is left standing.

The shootout is taking place in Studio A, the same place where Riggs and Temple did such a good job of playing their on-camera roles during the assault on Temple Tower. If you creep in quietly once the shooting stops, you should be able to get the drop on the remaining GAC Scouts.

Keep an eye on the open doorway opposite the one that you came in through, because another group of GAC Scouts runs into Studio A from there. If you're in good position, you can mow them down as they run through the doorway.

The GAC Scouts are followed by a wave of GAC Soldiers. Eliminate them as well, and then proceed through the doorway and up the stairs beyond it. A GAC Assault and two GAC Soldiers intercept you, so be ready for them.

From the top of the stairs, turn and aim at the large stone sculptures near the open glass door. Some GAC Scouts and Soldiers guard this area. Clear them out and proceed through the door.

Turn down the hallway with the metal detectors in it and don't worry about the alarm that sounds when you go through them—it's not like the GAC doesn't know that you're here and where you're going!

As you round the corner after the metal detectors, a smoke grenade goes off, and a GAC Soldier and a GAC Assault charge through the smoke at you. Be ready to fight them, and then prepare to scrap with two more Soldiers and another Assault after you take care of the first pair.

A Heavy Support follows this second wave of beefed-up baddies. Once again, wait for him to come to you. Frame him in the doorway and let 'er rip. If you don't currently have a GAC MP001 Autocannon in your rifle weapon slot, be sure to grab the Heavy Support's once you take him out.

Proceed into the next area, where you'll see the blue laser sight of a GAC Dead-Eye. Although it's a bit unnerving, don't worry about it yet—the Dead-Eye's bullets can't penetrate the bulletproof glass that separates you.

Approach the next open glass door, and send Shadow out to eliminate any enemies lying in ambush for you beyond it. Go through the door, make a U-turn to the left, and pick off the GAC Dead-Eye.

GRAB SOME COVER

A GAC gunship hovers just outside of the outer windows. GAC soldiers drop into the room as soon as the gunship shows up, so be sure to keep solid cover to your right as you fight them, or you'll be chewed to bits by the gunship's fire.

There are some more GAC Scouts hiding in ambush at the far end of the room. Use Shadow to eliminate as many as possible, because he's low enough to the ground that the gunship's fire can't hit him.

When you reach the far end of the room, turn left and go through the open glass door to continue. Once you're past the door, you're safe from the gunship, unless you stand directly in the doorway.

Surprise! There are more GAC enemies in this next room, but you shouldn't have any trouble taking out the GAC Scouts that attack you from the far end of it.

Send Shadow into the next area, which is the elevator lobby. The GAC Scouts and Soldiers in there will be so distracted by him that you can mow them down from the doorway.

But don't rush in immediately after taking out the GAC, because an elevator full of Security Guards and Heavy Security arrives a few seconds later.. Remain in the doorway and take them out with one sustained burst of fire. If you use Focus Mode, you're guaranteed a very speedy kill.

When the coast is clear, take the available elevator down to the upper atrium level.

GAC V88 Black Wing

ENEMIES

GAC V88 Black Wing

WEAPONS AVAILABLE

GAC PRTH Battle Rifle

GAC P1 Assault Rifle

GAC .338 Sniper Rifle

GAC MP001 Autocannon

Exit the elevator and walk toward the atrium to see a cinematic of the GAC gunship crashing through the ceiling of the atrium. The GAC will literally stop at nothing to keep Temple from leaving Temple Tower alive.

As soon as you resume control of Jack, run up to the concrete support pillar and use it as cover from the Black Wing's guns and rockets. The pillar will only hold up to three direct rocket blasts, though, so don't get too comfortable.

Your first goal is to shoot out the gunship's spotlight. If it can't see you, it can't shoot you. Pick your moment carefully, but don't wait too long, or your pillar will be destroyed, and you'll need to sprint to the next one.

When the spotlight has been destroyed, the gunship drops down several dozen feet for a few seconds. This is your chance to reload your weapon.

There are four weapon crates along the outer wall of the atrium, and each holds a specific rifle and ammunition for it. The one you want is all the way at the end. It holds the GAC MP001 Autocannon.

When the Black Wing rises back up, it searches for you with four blue-light sensors. If any of those sensors detects any movement, the gunship fires in that direction.

To confuse the sensors, send Shadow running down the upper atrium walkway. When the gunship turns to fire at him, target one of its sensors and shoot it out before the gunship can turn back to you.

THE DIRECT APPROACH

You can peek out from behind cover and fire directly at one of the sensors without distracting the Black Wing first, but you're exposing yourself to serious weapons fire. This tactic is not recommended without using Focus Mode to increase the amount of damage you deal and reduce the amount of damage you take.

After every sensor you take out, the gunship drops down for a few seconds, giving you a chance to replenish your ammo. When it rises up again, it has one less sensor to track you with, but it will fire on your previous location if you don't move.

Once all four sensors have been destroyed, the pilot has to open the cockpit to get visual confirmation of your location. This is your chance to ground this bird once and for all. Take aim at the pilot in the cockpit and blast away until the Black Wing is down.

UPPER ATRIUM

ENEMIES

- GAC Scout
- GAC Soldier
- GAC Heavy Support
- GAC Assault

WEAPONS AVAILABLE

- GAC SB3 Riot Shotgun
- GAC PRTN Battle Rifle
- GAC P1 Assault Rifle
- GAC .338 Sniper Rifle
- GAC MP001 Autocannon
- GAC IHC-196 Flash Grenade

The gunship has been destroyed, but you're not out of the woods yet. Hightail it back toward the elevators (preferably with a GAC MP001 Autocannon in your inventory), because a GAC Assault comes through the doors near them and starts attacking Julian Temple.

Eliminate the Assault, and then go through the doors with Temple and Shadow. Clear a path to the next elevator by eliminating GAC Scouts and Soldiers, as well as another Assault and a GAC Heavy Support. Ride the elevator down to the ground floor.

GROUND FLOOR

ENEMIES

GAC Tank

WEAPONS AVAILABLE

GAC PRTN Battle Rifle

Exit the elevator and move clockwise around the atrium from it, heading down the stairs to the helicopter wreckage on the atrium floor. Only one thing stands between you and chapter completion—a GAC Tank.

There's a weapon crate with a GAC PRTN Battle Rifle and ammo on the stairs if you need a weapon, but hopefully you still have your autocannon.

As you have done several times before, send Shadow to attack and distract the Tank. Aim at the yellow fuel drum on its back and blast away. If you have the autocannon, and if you're in Focus Mode, the Tank should go down in record time.

As soon as the Tank explodes, the path is clear for Jack and Shadow to get Temple out of the building. This completes the chapter.

GET TEMPLE OUT OF TEMPLE TOWER

Defeating the GAC Tank at the end of the chapter completes this objective.

CHALLENGE BONUS CATEGORIES

Clear Time Bonus: 3000 pts if <20 minutes; 0 pts if >40 minutes

Kill Variation Bonus: 1500 pts max

STYLE BONUS CATEGORIES

Survival Bonus: 1500 if neither Jack nor Shadow is ever incapacitated

Headshot Bonus: 1000 for 10 or more

Takedown Bonus: 500 for 5 or more

Tag Team Bonus: 1000 for 5 or more

Counter Bonus: 500 for 5 or more

KILL BONUS CATEGORIES

Gun Kills: 500 pts for 10 or more

Shadow Kills: 500 pts for 5 or more

Melee Kills: 500 pts for 10 or more

BADGE REQUIREMENTS

Bronze: 3200 pts

Silver: 6300 pts

Gold: 9500 pts

9

The Old-Fashioned Way

Take Back the 87th Precinct

The GAC have occupied your precinct. Kick them out, and kick Temple into jail.

ENEMIES	WEAPONS AVAILABLE
GAC Scout	GAC BX4 Burst Pistol
GAC Soldier	GAC SB3 Riot Shotgun
GAC Heavy Support	GAC PRTN Battle Rifle
GAC Dead-Eye	GAC .338 Sniper Rifle
	GAC UW5A RPG Launcher

Now that Jack has safely escorted Julian Temple out of Temple Tower, it's time to drag him to the 87th Precinct and book him like the common criminal that he is.

Grant City is in a state of crisis and under a GAC-enforced curfew. Temple won't live long enough to see trial unless you break the GAC's hold over the city, starting at the 87th Precinct.

TO THE PRECINCT

You start the chapter on the Mulwray Cross train platform, overlooking the 87th Precinct, which is on the other side of a river. Temple, still handcuffed, is at your feet, but he no longer has his flak jacket, so your days of treating him as your personal ammo stash are over.

From the train platform, carefully descend the stairs toward street level, where several GAC Scouts and Soldiers patrol the area. You don't have to kill them all; just take out enough of them to send the rest retreating to the 87th.

One excellent strategy is to lure the GAC enemies up the stairs and make them come to you. This lets you pick them off as they reach the top of the stairs or fight and disarm them without too much difficulty. It also makes it difficult for them to pin you down.

CAR BOMBING

If any of the GAC are careless enough to stand near the snow-covered taxis on the street, remember that you can pump a dozen or so rounds into the car to blow it up and take out nearby foes in the explosion.

When the GAC Scouts and Soldiers retreat, scour the area for weapon and ammo pickups, and then grab Temple and walk him toward the 87th.

There are two ways to approach the 87th. You can either take the uncovered bridge to your left (as you face the station), or you can take the covered metal bridge to the right. The latter is the more direct route, and it makes it less likely that you will be pinned down by the defense turret outside of the 87th Precinct.

Resistance is stiff outside of the precinct. Not only are there several GAC Soldiers and Scouts running around, there are also two GAC Dead-Eyes with sniper rifles.

Walk down the left side of the bridge so that the Dead-Eyes fire at the car hanging off of the left side of the bridge and blow it up before you reach it. Once the car has been detonated, it's safe to use as cover. Leave Temple here.

Approach the bivouac that the GAC has set up outside of the 87th by moving from one pile of sandbags to the next. Pop out to pick off enemies as they appear, but be careful not to let the Dead-Eyes get a bead on you.

If you sprint into the bivouac tent and run out the other side of it, you might get lucky and catch one or more of your foes off-guard.

Avoid the temptation of jumping behind the defense turret, as this leaves you completely exposed to enemy fire. If two or more enemies attack you from different directions, they'll tear you apart before long.

As soon as the two Dead-Eyes have been eliminated, a GAC Heavy Support thunders through the main door of the 87th Precinct, wielding a GAC UW5A RPG Launcher. Take him down ASAP, using Focus Mode as necessary.

The Heavy Support's RPG launcher will help you make short work of the GAC Soldiers and Scouts that rush out of the precinct after the Heavy Support. Fire it at any undetonated cars for maximum explosive excitement.

When the coast is clear, grab Temple and as much ammunition as you can find, and then go up the stairs and through the front door of the 87th Precinct.

87TH PRECINCT

ENEMIES

GAC Scout

GAC Soldier

GAC Assault

WEAPONS AVAILABLE

GAC BX4 Burst Pistol

GAC SB3 Riot Shotgun

GAC PRTN Battle Rifle

GAC P1 Assault Rifle

GAC Shock Rifle

AP9 Frag Grenade

Take out the two GAC Scouts that lie in ambush just inside the doorway (use Shadow to locate them). This unlocks the steel-barred gate that leads further into the precinct. Go through it and through the next doorway.

Use the crates in the next hallway for cover against the GAC Scout and Soldier at the other end of the hallway. Take them out, grab their weapons, and prepare to enter the lower floors of the precinct.

Lower Floors

Hide Temple behind some crates in the hallway. Don't bring him toward the door to the lower floors, because a GAC Scout kicks them open as soon as you approach.

If you have any Focus, shift into Focus Mode as soon as the doors open and take out the assembled GAC Scouts and Soldiers just inside of the entrance. You have to work quickly, because there are a lot of them, and one of them will lob a blinding flash grenade at you if you don't take him out first.

Go back and get Temple, and then quickly move behind the crates near the right side of the lower floors entrance. Leave Temple here; as long as you don't proceed too far into the lower floors too quickly, he won't be in any danger.

Your objective now is to clear out the lower floors of GAC enemies, which is easier said than done. There are a lot of GAC Scouts and Soldiers in here, and it seems like their reinforcements are never-ending.

Shadow is a tremendous help in the lower floors battle. First and most importantly, he can see every enemy who lies in wait for you. Second, he will flush them out and expose them to your fire if you order him to. And third, he will retrieve weapons from fallen enemies, which keeps you from having to break cover to rearm yourself.

Because there are so many enemies to deal with, and because the lower floors are wide open with plenty of cover, it's impossible to give precise strategy. Just use the tactics that have gotten you this far. Stick to cover as much as possible, work closely with Shadow to find and eliminate enemies, and keep a close eye on your ammo.

Also, use Focus Mode in short bursts to pick off distant enemies. Even if you can't score a headshot, two hits from any weapon will be enough to kill any GAC Scout or Soldier enemy while you're in Focus Mode.

Finally, keep a close eye on Temple's position and health. If he is killed, you fail the mission and must restart. He has a nasty habit of scurrying toward you if you leave him behind for too long, which leaves him exposed to enemy fire.

As you whittle down the GAC numbers, they start to fall back to the southern door in the lower floors that leads to the cells. Keep pressing the attack and eliminate all GAC enemies before approaching the door to the cells.

When you eliminate the enemies near the door to the cells, GAC Soldiers armed with GAC Shock Rifles and P1 Assault Rifles come through the doors under cover of a smoke grenade. Shoot them quickly before they can fire their slow-charging but lethal shock blasts at you. Use Shadow to attack one while you go after the other.

PLANNING AHEAD

If you can take out the GAC Soldiers while they're in or near the doorway to the cells, their GAC Shock Rifles will remain there, which gives you a distinct tactical advantage later in this chapter.

Following the heavily armed GAC Soldiers is a GAC Assault, who comes through the same door and charges toward you with evil intentions in mind. By this point, you shouldn't have any trouble taking him down, especially if you have Shadow's help.

Once the lower floors are finally clear, grab Temple and walk him through the door to the cells.

TAKE BACK THE 87TH PRECINCT (1/2)

Clearing every enemy, including the GAC Assault, from the lower floors completes the first part of this objective.

EXPLORING THE UPPER FLOORS

If you want to go up the stairs in the middle of the lower floors and check out the upper floors, there's no reason not to do so. The doors leading to the east west wings are open, and there is a weapon crate containing GAC SB3 Riot Shotguns and ammo in the west wing. The southern door to the training facilities is locked.

The Cells

Move carefully through the offices beyond the door to the cells, using Shadow to scout for any hidden GAC Scouts waiting in ambush. Open the door marked "Cells" at the end of the office to continue.

On the other side of this door is a weapon crate containing GAC BX4 Burst Pistols and ammo, but be careful—to your right as you face the weapon crate are four GAC Scouts behind bars that they can shoot through. Take them out, and be sure to keep Temple out of their line of fire.

Shadow can't attack the GAC Scouts on the other side of the bars, but he can help you with the GAC Assault who tears around the next corner as soon as the shooting starts. Have Shadow intercept him while you join in the attack. A GAC Soldier follows him, so don't let your guard down.

When the GAC Assault and Soldier have been dealt with, and the GAC Scouts are no longer a threat, round the corner carefully. There's another GAC Scout behind bars in the middle of the right side of the next section of hallway. Pick him off and continue.

Continue around the next corner, and you will see several GAC Scouts take up positions at the end of the hallway. Leave Temple in a safe spot and engage them. Two GAC Soldiers and two GAC Assaults tear straight down the hallway after you, but if you use the corner as cover, you should be able to execute headshots on all three of them before they reach you.

When all of the GAC enemies in the cells have been eliminated, a cinematic is triggered. Jack finds Captain Inness in one of the jail cells and sets him free, locking up Temple in his place.

TAKE BACK THE 87TH PRECINCT (2/2)

Locking up Temple and freeing Captain Inness completes this objective.

Repel the GAC Attacks

Defend Your Precinct Against the GAC

ENEMIES

- GAC Scout
- GAC Soldier
- GAC Heavy Support
- GAC Assault
- GAC Tank

WEAPONS AVAILABLE

- GAC "Predator" Pistol
- GAC BX4 Burst Pistol
- GAC SB3 Riot Shotgun
- GAC PRTN Battle Rifle
- GAC P1 Assault Rifle
- GAC Shock Rifle
- GAC UW5A RPG Launcher

Jack has fought through to the cells and freed the GCPD officers. Now it's time for them to take their precinct back from the GAC.

LOWER FLOORS

If you need a weapon, search the cells area for a weapon crate that contains GAC PRTN Battle Rifles and ammo, and then follow Captain Inness out of the cells. As you do, you hear radio reports that the GAC are preparing to storm the precinct.

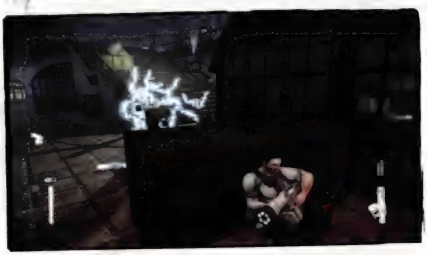
Inness leads you back out to the lower floors, past the weapon crate that holds GAC BX4 Burst Pistols and ammo. Equip yourself if necessary, and then follow the GCPD cops who kick open the door to the offices outside of the lower floors.

Continue through the offices, where two GAC Soldiers rush in and attack. Between the GCPD officers, Shadow and you, you should have no problem taking them out. The faster you do it, the more GCPD cops you'll have to help you complete the rest of this objective.

If you followed the lower floors strategy outlined previously, there should still be two GAC Shock Cannons lying on the ground near the entrance to the lower floors. Use them against the GAC Soldiers who charge down the staircase in the middle of the lower floors.

East Wing

Go up the stairs to trigger the appearance of another wave of GAC Scouts, Soldiers and an Assault, who burst in from the east wing (to your right as you go up the stairs). If you have any juice left in the GAC Shock Cannon, blast them with it as they come through the east wing door in a convenient line formation.



Three waves of GAC enemies come through the east wing. After the first wave, you only need to worry about Scouts and Soldiers. Load up on weapons and ammo as soon as you eliminate the third wave, and then turn your attention to the west wing entrance.

REPEL THE GAC ATTACKS (1/3)

Eliminating all of the GAC enemies that come through the east wing completes the first third of this objective.

West Wing

As soon as the east wing assault ends, the GAC tries to penetrate the precinct through the west wing, directly across the upper floor from the east wing. Try to frame as many enemies as possible in the west wing doorway and unload on them to whittle their numbers down quickly.

The first wave is made up of a GAC Assault, a GAC Soldier and a GAC Scout. The second wave has two Soldiers and a Scout in it. But it's the third wave that you really need to worry about: two Scouts, four Soldiers and a GAC Heavy Support armed with an RPG launcher bringing up the rear.

Obviously, the GAC Heavy Support is your primary target, because of the destructive power of his RPG launcher. Once he's down, pick up the RPG launcher, but don't use up all of his rockets against the remaining enemies. Instead, use Shadow, your pistol and your melee skills to clear out the remaining west wing assault troops.

REPEL THE GAC ATTACKS (2/3)

Defeating all of the GAC troops who come through the west wing of the precinct completes the second third of this objective.

South Wing

Immediately after you finish off the west wing attackers, run to the top of the stairs in the middle of the lower floors, draw your RPG launcher and face south toward the door to the training area of the precinct.

Two GAC Tanks come storming through this door, but if you fire a rocket at the door as soon as it opens, you can catch both of them in the blast and take them out before they can even get a shot off.

If you miss your chance to finish them off, lure them downstairs, where you have much more cover and can outmaneuver the bulky tanks. This is much more difficult, so a quick, clean kill with the RPG launcher upstairs is the best option, especially if you're going for a time bonus.

REPEL THE GAC ATTACKS (3/3)

Taking out the GAC Tanks successfully completes this objective.

Defend the 87th Precinct

Get to the rooftop.

ENEMIES

- GAC Scout
- GAC Soldier
- GAC Assault

WEAPONS AVAILABLE

- GAC "Predator" Pistol
- GAC BX4 Burst Pistol
- GAC SB3 Riot Shotgun
- GAC PRTH Battle Rifle
- GAC P1 Assault Rifle
- GAC Shock Rifle
- AP9 Frag Grenade

Jack has penetrated the GAC's defenses. He's repelled their attacks. Now it's time to go on the offensive and drive them from the precinct.

There's a communications tower on the precinct roof that the GAC are jamming. If you can clear a path for Captain Inness to get up there, he can use it to call for GCPD reinforcements.

TRAINING FACILITIES

After rearming yourself and taking a moment to heal up from any damage sustained in the last fight, proceed through the southern door to the training facilities that the GAC Tanks came through.

Head up the stairs that lead to the second floor. Along the way, you'll fight GAC Soldiers and Scouts in the stairwell. Two more Scouts wait in ambush behind the doors to the second floor hallway at the top of the stairs. Work with Shadow to distract and eliminate them quickly.

As you approach the next door marked "Training", a GAC Assault bursts through it and attacks you. Take him out quickly and continue into the gym where Frank gave Jack his boxing lesson.

Enter the gym with a rapid-fire weapon drawn, because several unarmed GAC Soldiers and Assaults rush you as soon as you enter. They will only use melee attacks against you unless you are disarmed.

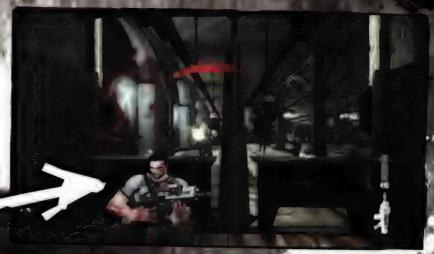
Once it turns into a bare-knuckle brawl, it's easy to get overwhelmed in this fight if you're not careful. Direct your attacks to all surrounding enemies. This will keep them off-balance and vulnerable to your strikes. Be sure that Shadow is always attacking one of the enemies closest to you. And if things get dire, switch into Focus Mode.

Proceed up the wooden stairs on the far side of the room, and be ready to shoot four GAC Scouts who come down the stairs as you head up. There's no cover for them to hide behind, so you shouldn't have any trouble taking them all out with a rapid-fire weapon.

When you reach the top of the stairs, enter the room beyond them and go up another set of stairs to reach the firing range.

Firing Range

There's a GAC Soldier at the top of the stairs who engages you in melee combat in an attempt to leave you open to the fire of the GAC Scouts hiding among the targets at the far end of the firing range. Use Shadow to take this Soldier out, and keep cover between you and the Scouts.

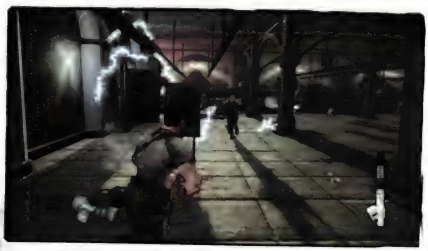


SO MUCH FOR THAT COVER

You can duck down behind each firing station, but this doesn't offer you much cover from the GAC Scouts' fire. Avoid these stations unless you're out of ammo and need to pick up the GAC "Predator" Pistols lying on them.

If you have grenades, this is an excellent place to use them, but you have to be quick about throwing them to avoid being pinned down in a crossfire.

Your best tactic is to creep out carefully from behind a concrete pillar, fire off a few shots at a Scout in the hopes of getting a headshot, and then ducking back behind cover when you need to reload or when you start taking damage.



When the target range is clear of enemies, take a moment to rest up. If you're low on pistol ammo, pick up GAC "Predators" to fill up your ammo capacity, and then jump over one of the firing stations to enter the target range.

As soon as you enter the target range, GAC Scouts burst through a door in the far corner of the range. Eliminate them quickly, because some GAC Soldiers armed with GAC Shock Cannons follow hot on their heels.

If you don't eliminate the GAC Soldiers as soon as they walk through the door, you might as well give this fight up. There's very little cover in the firing range, and their GAC Shock Cannons will immobilize and ultimately kill you in a very short time.

Make the GAC Soldiers your top priority to get their cannons out of the fight, and then take out the GAC Scouts, who are still dangerous—just less so. If you can get your hands on a Shock Cannon, you can turn the tide of this fight in a hurry.

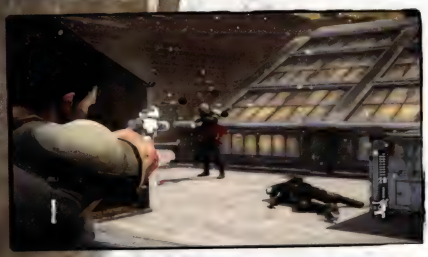
ROOFTOP

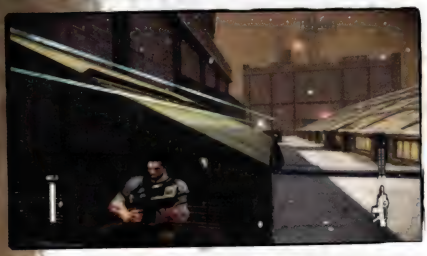
ENEMIES

- GAC Scout
- GAC Soldier
- GAC Heavy Support
- GAC Assault
- GAC Dead-Eye

WEAPONS AVAILABLE

- GAC BX4 Burst Pistol
- GAC SB3 Riot Shotgun
- GAC PRTN Battle Rifle
- GAC P1 Assault Rifle
- GAC .338 Sniper Rifle
- GAC UW5A RPG Launcher





The door leading from the firing range leads you out to an L-shaped section of rooftop. Your attention will be drawn by the blue laser of a GAC Dead-Eye's sight, but that's just a trick to keep you from focusing on a pair of GAC Soldiers waiting in ambush behind an air conditioning unit right in front of you.

Eliminate the Soldiers first, and then take out a GAC Scout who runs toward you from the Dead-Eye's position. Finally, snipe the Dead-Eye to clear the immediate area.

Continue down the rooftop past the Dead-Eye's former post. Two more GAC Scouts and two Soldiers run around the corner at you, so be ready for them.

Keep following the rooftop pathway around, but watch out for three GAC Dead-Eye snipers at the end of it. If you grabbed the GAC .338 Sniper Rifle from the Dead-Eye that you just eliminated, taking these foes out is a lot easier. Otherwise, you'll have to snipe them with whatever weapons you have at hand. Use Focus Mode to make that easier.

Go through the door at the end of the rooftop pathway, and two GAC Assaults rush in to greet you with their fists. Shadow's help should make eliminating them relatively painless.

From here, go up one of two staircases to reach the upper rooftop. It doesn't matter which one you take, because you'll be fighting the same enemies in a similar situation no matter what. Use Shadow to locate the GAC Scouts, Soldiers and an RPG-equipped GAC Heavy Support and take them out to give Captain Inness a clear path to send out an emergency all-points bulletin to the GCPD.

DEFEND THE 87TH PRECINCT

Clearing a path for Captain Inness to call for backup completes this objective.

Defend Inness

Repel the GAC attacks!

ENEMIES

- GAC Scout
- GAC Soldier

WEAPONS AVAILABLE

- GAC BX4 Burst Pistol
- GAC SB3 Riot Shotgun
- GAC PRTN Battle Rifle
- GAC P1 Assault Rifle
- GAC .338 Sniper Rifle
- GAC Shock Rifle

Captain Inness is sending out the distress call, but you have to keep him alive until backup arrives.

TRAINING FACILITIES

There's a weapon crate next to Inness that contains GAC .338 Sniper Rifles and ammo. This should be your primary weapon of choice for this objective.

GAC Scouts and Soldiers attempt to rush you and Inness from both sides of the U-shaped rooftop. You need to move back and forth to the right and left of Inness in order to locate and snipe enemies as they appear. Remember that you can shoot through wire mesh fencing—and so can your enemies!

Coordinate your attacks with Shadow, and watch out for one of the last GAC Soldiers to arrive, as he's armed with a GAC Shock Rifle.

Once you take out the GAC Soldier with the Shock Rifle, Inness picks up a sniper rifle and helps you defend the communications array from the oncoming GAC enemies. Your job just got a lot easier—take the side of the roof where Inness isn't, and pick foes off as they appear.

It only takes about a minute for backup to arrive at the 87th Precinct, and the GAC begins their last, desperate charge against the precinct. Cover your GCPD allies with sniper fire from the rooftop.

The bad guys are at the far end of the bridge. The good guys have "GCPD" written on their backs. Kill all the bad guys before they can kill the good guys.

Captain Inness also joins in the sniping fun. To maximize your efficiency, don't aim for any GAC targets that have a blue laser aimed at them, because Inness has already lined up that shot, and he rarely misses.

When the Battle of the 87th Precinct concludes, Jack and Inness overhear the GAC issuing retreat orders through a GAC headset radio. Jack disguises himself as a GAC Soldier and tells Inness that he's going to infiltrate the GAC and bring them and Redwater down once and for all.

CHALLENGE BONUS CATEGORIES

Clear Time Bonus: 3000 pts if <20 minutes; 0 pts if >60 minutes

Kill Variation Bonus: 1500 pts max

STYLE BONUS CATEGORIES

Survival Bonus: 1500 if neither Jack nor Shadow is ever incapacitated

Headshot Bonus: 1000 for 10 or more

Takedown Bonus: 500 for 5 or more

Tag Team Bonus: 1000 for 5 or more

Counter Bonus: 500 for 5 or more

KILL BONUS CATEGORIES

Gun Kills: 500 pts for 10 or more

Shadow Kills: 500 pts for 5 or more

Melee Kills: 500 pts for 10 or more

BADGE REQUIREMENTS

Bronze: 3000 pts

Silver: 6000 pts

Gold: 9000 pts

10

Retribution

Infiltrate the GAC Alpha Base

Get into the GAC Alpha Base without drawing attention to Jack.

ENEMIES

Not applicable

WEAPONS AVAILABLE

GAC PRTN Battle Rifle

With the GAC in full retreat, it's time for Jack and the GCPD to press the attack and end their menace once and for all. To do that, Jack goes undercover as a GAC Soldier to infiltrate the GAC Alpha Base on Danver's Island.

The GAC gunship that Jack snuck onto in disguise lands on a helipad on Danver's Island. The nearby GAC Alpha Base is situated in the crumbling shell of what used to be the Danver's Island State Hospital.

ENTERING THE GAC ALPHA BASE

The first part of this chapter is a bit nerve-wracking, but it's one of the easiest tasks you've had to complete in quite some time. All you have to do is walk with a squad of GAC Soldiers and Scouts that's being led into the Alpha Base by a GAC Assault. Match their speed and don't stray too far from the pack to avoid drawing attention to yourself.

ONE OF THEM

Although you are constantly surrounded by GAC troops during the march, none of them count as enemies at the moment, because you are walking among them, not fighting them. In fact, if you do draw attention to yourself, you can't just fight your way out of the situation—it's considered a mission failure, and you must restart from the last checkpoint.

The GAC Assault leads the squad into the command center, where Redwater appears on a balcony to chew them out. He can't believe that, after all of their planning, one man and his dog are jeopardizing the entire operation.

After Redwater finishes his rant, the GAC Assault leads the squad into an elevator. When the elevator reaches its destination, continue following the squad.

When you reach a T-intersection with options to go to the comms center or the barracks, *do not* follow the squad through the blue-laser security gate to the comms center—an alarm will sound, and you'll have to continue from the last checkpoint. Instead, turn left and follow the GAC Assault toward the Comms Center.

The GAC Assault goes through a blue-laser security gate to the comms center. Don't follow him through it, or you will trigger an alarm and fail the mission.

Instead, look along the right side of the wall for an open window with several cables running through it. You can climb through this window by approaching it and pressing the action button twice.

Your next objective is to trigger an explosion to wreck the comms center and signal Captain Inness to begin his assault on the GAC Alpha Base.

Pick up a GAC PRTN Battle Rifle from the weapon crate in the room that you just entered, aim it through the comms center window at the yellow fuel drums, and then pull the trigger to create a massive explosion.

INFILTRATE THE GAC ALPHA BASE

Sneaking into the comms center and destroying it with an explosion completes this objective.

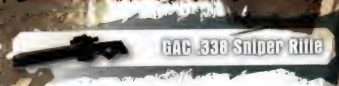
Attack the GAC Alpha Base

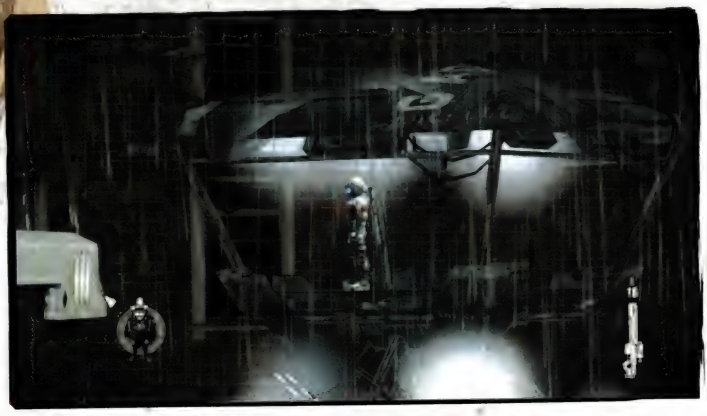
Bring the GAC's base down around their ears, with help from the GCPD.

ENEMIES

- GAC Scout
- GAC Soldier
- GAC Heavy Support
- GAC Dead-Eye

WEAPONS AVAILABLE





The GCPD begins moving into the Alpha Base courtyard as soon as Jack detonates the comms center, but the GAC is still able to put up a good fight. Inness must survive the initial landing, or the mission is a failure.

COURTYARD

You overlook the courtyard from the ruins of what used to be the comms center. Captain Inness and the GCPD approach the base from the left, and GAC resistance floods into the area from the right and from the side of the courtyard furthest from you.

First things first: get a GAC .338 Sniper Rifle from the nearby weapon crate. This sniper rifle has been specially modified to hold 16 extra rounds, instead of the usual 4 spares.

Your first target is a GAC Dead-Eye sniper in the guard tower high above the right side of the courtyard. If you're quick, you can take him out before he even gets a shot off.

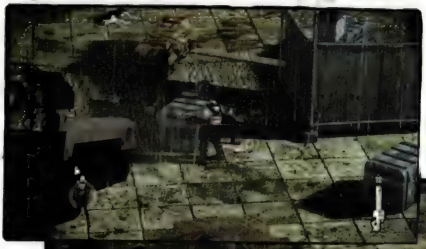
Once you take out the Dead-Eye, zoom back out and watch for GAC Scouts approaching from the right side of the screen. Zoom in and plug them.

ZOOM IN, ZOOM OUT

Unless there's another target on the screen when you've just shot an enemy, zoom back out to find your next target. There are two reasons for this: first, you move your sights much faster when you're zoomed out; and second, this gives you a chance to get a feel for the overall situation in the courtyard, rather than just a section of it at a time.

Inness arrives with Shadow and several GCPD officers. They'll help to keep him safe, but you need to keep the heat off of them. The closer an enemy is to Inness, the higher a priority he should be for you to eliminate.

Go for headshots whenever possible, especially against stationary enemies. The extra half-second it takes you to line up the shot will earn you several seconds of Focus Mode time.



Also, be sure to keep an eye on the building directly across the courtyard from you whenever you zoom out. There are open windows in the third and fourth floors, and a GAC Dead-Eye sniper appears in each window at some point during the battle. These Dead-Eyes can do a lot of damage in a hurry, so eliminate them as soon as you see them.

As the battle wears on, you start seeing more GAC Soldiers and fewer GAC Scouts. At its most frenzied point, GAC Heavy Supports arrive on the scene. They will finish Inness in a hurry if they get close enough to him, so target and eliminate them ASAP.

Finally, don't overlook the bright yellow explosive fuel drums around the courtyard. Snipe one of them while enemies are near it, and you'll take them out in one efficient blast.

KEEP HIM IN THE FIGHT

Inness isn't shy about going after nearby enemies, and he can best any of them in melee combat with enough time. But that also leaves him open to enemy fire. Keep a close watch on his health via the icon in the lower left corner of the screen. If you can keep him from being attacked for a few seconds, he slowly starts to regain health.

ATTACK THE GAC ALPHA BASE (1/3)

Ensuring that Inness survives the courtyard attack completes this objective.

RETURN TO COMMAND CENTER

ENEMIES

- GAC Scout
- GAC Soldier
- GAC Assault

WEAPONS AVAILABLE

- GAC BK4 Burst Pistol
- GAC PRTN Battle Rifle
- GAC P1 Assault Rifle
- GAC .338 Sniper Rifle
- GAC NMX Shock Grenade

As soon as you eliminate the resistance in the courtyard, turn around and pick off the four GAC Scouts who run toward your position from inside of the base. Your sniper rifle is the ideal tool for the job, and you can earn some Focus by scoring headshots here as well.

Equip yourself with the weapons that the GAC Scouts leave behind, and then take the indirect route past the blue-laser security checkpoint. Go through the door near the weapon crate and climb through the window that you used to access the comms center.

If you walk through the blue-laser security checkpoint, you will sound an alarm that will make the already formidable opposition in the next area even worse.

The next area should be quiet if you didn't trigger the alarm. At the far end of it is a defense turret, manned by a GAC Scout. Pick him off quickly, and prepare for reinforcements to arrive.

The reinforcements are a GAC Assault, three GAC Soldiers and a GAC Scout. If the turret is unoccupied, expect one of the Soldiers to jump behind it, so be sure to keep cover between yourself and the turret at all times when dealing with the other enemies.

When the area is clear, run around past the defense turret to find a sealed door and a blue-laser security fence. Do not go through the security fence. Instead, approach the door, which opens up for you. Proceed through it.

COMMAND CENTER

This brings you to the command center, where Redwater delivered his fire-and-brimstone speech at the start of the chapter. Redwater flees through a door that locks behind him on the other side of the command center, leaving you to contend with three floors full of GAC Soldiers, Scouts and Assaults.

Although you have the advantage of the high ground, your enemies have a distinct numerical advantage, and most of them are equipped with GAC P1 Assault Rifles, which have a high rate of fire and lethal accuracy. If you expose yourself from cover for more than a few seconds in their line of sight, they will cut you down in a crossfire.

But before you even start to worry about the enemies below you, concentrate on the GAC Assault who runs up to your initial location at the entry point. Fight him here, where you're not in danger of being shot by Scouts or Soldiers.

Another GAC Assault enters the melee just a few seconds later. If you work fast, you can have the first one beaten before you need to engage the second one.

You might want to take the fight out into the area you were in previously, as GAC Scouts and Soldiers will eventually start to head up to your level if they can't get a clear shot at you.

There are three more GAC Assaults in the command center, and at least two of them should come to you without you having to lure them out. Remember, fighting the GAC Assaults near the entrance is the best strategy, as it protects you from enemy fire.

When you do decide to engage the GAC Scouts and Soldiers, don't do it from the edge of a balcony, because the metal plates in the railings don't hold up under sustained gunfire. And with all of the lead that flies your way whenever you reveal yourself, you need to have solid cover.

The other reason not to gunfight at long ranges is because your ammunition is limited, and the only way you'll get more of it is to disarm enemies or pick up their weapons after you take them out. To do either, you need to be up close and personal—sniping enemies at a distance, while impressive, doesn't help.

Instead, sprint across open areas or use Focus Mode to limit the amount of damage you take. Disarm foes to remove their ability to shoot at you and add a weapon to your own arsenal. Plus, the headshots that you can score after a disarm boost your Focus.

Finally, if you want some really heavy weaponry, there's a weapon crate that contains a GAC MP001 Autocannon on the second floor near the defense turret that's against the same wall as the door you came in through. The defense turret leaves you too exposed to be of much use, but the autocannon packs just as much punch and allows you to fire from behind cover.

OVER YOU GO

If the GAC enemies near the weapon crate (or on any other section of the balcony) give you any trouble, rush them, take them hostage and kick them over the side of the balcony. That takes them out of the fight in a hurry.

Once you've killed most of the GAC troops in the command center, Captain Inness and the GCPD burst in through the ground floor entrance and take care of the rest. Jack is reunited with Shadow, and the door that Redwater fled through is now open. Head through it.

ATTACK THE GAC ALPHA BASE (2/3)

Clearing out the command center with the GCPD completes the second part of this objective.

PURSUING REDWATER

ENEMIES

- GAC Scout
- GAC Soldier
- GAC Heavy Support
- GAC Assault
- GAC Dead-Eye
- GAC Tank

WEAPONS AVAILABLE

- GAC BX4 Burst Pistol
- GAC PRTN Battle Rifle
- GAC P1 Assault Rifle
- GAC .338 Sniper Rifle
- GAC NMX Shock Grenade

As you go down the hallway beyond the command center, you enter an area with a GAC Assault and three Soldiers in it, unaware of your presence. Send Shadow to attack one of them and blow a second one away. If you do it right, you'll eliminate half of your enemies before they even know what hit them.

Pick up some GAC NMX Shock Grenades from the ground, and then proceed through the green door with the frosted glass windows when you're ready to continue.

There's only a single GAC Soldier in here. Once you've either killed him or run him off, approach his previous position to see what he was guarding—an empty GAC Tank suit. How'd you like to take it for a spin?

Tank Rampage

Once you suit up in the Tank, there are a few things to keep in mind:

- The Tank is tough, but as you've proven elsewhere in the game, it's not invincible. Being shot from behind is especially dangerous to your health.
- It has two weapons (minigun and rockets), which you toggle between with ⟲.
- There is a brief delay between when you press the fire button and when the weapon fires, so plan accordingly.
- Tanks cannot move and fire at the same time.
- Enemy targets are outlined in blue, but unlike Shadow's Sneak Mode vision, you can't see them through walls.
- Tanks are slower and less maneuverable than Jack is out of the armor.

When you take control of Jack the Tank, head into the next corridor and try out the Tank's weapon systems on the unfortunate GAC Soldiers there. Their small-arms weapons won't do much damage to you, so don't be timid.

As you proceed into the next area, a U-shaped atrium, turn your guns on the GAC Soldiers running from right to left on the far side of the atrium. Look further right to see a GAC Heavy Assault, whose RPG launcher makes him the most dangerous threat to you.

Move clockwise around the area and be ready for the appearance of a GAC Dead-Eye and a GAC Tank when you reach the other side of the atrium. The Dead-Eye's precision sniper rifle is a threat to you, but Shadow can make quick work of him.

Hitting the Tank directly with a rocket should take it down. You can also sic Shadow on him and pump rounds into the fuel drum on his back to put him down for the count.

Continue down the atrium and through the doorway at the end of it. Several more GAC Soldiers rush out at you as you approach, but they shouldn't last long.

UP, UP AND AWAY

The best way to hit the maximum number of targets with your rockets is to fire them at the ground near your enemies. The resulting explosion will send them flying and immediately kill any non-Heavy Support or Tank enemy.

Go down the short hall, turn left, and then continue through the giant hole in the wall of the following hallway. This room is full of more GAC Soldiers that won't present much of a threat to you. Eliminate them, and then take out the squad of Soldiers that comes through the open doorway. Go through that doorway.

This leads out to another U-shaped atrium, where two GAC Dead-Eyes take up defensive positions on the other side of the atrium from the entrance. Unfortunately for them, they've chosen to hide next to an explosive fuel drum, so even a near miss from a rocket should take them out.

Once the Dead-Eyes are no more, turn left and proceed forward, blasting another squad of GAC Soldiers as you go. Turn right past the Soldiers, take out another squad of soldiers, and pay attention to the wall that starts crumbling at the next intersection ahead of you.

A GAC Tank plows through the wall. Either sic Shadow on him and fire your minigun at his fuel drum, or blast him with a direct rocket hit to take him down.

Continue through the intersection where the Tank emerged from and look to your left to see another Tank burst through a wall. Give him the same treatment that you gave the previous one.

Two more Tanks and two Heavy Supports appear from the far corners of the area, as well as a Dead-Eye and another Soldier. Your best strategy is to lure the enemies back out the way you came in so that you can pick them off as they come around the corner in pursuit of you.

More Soldiers and Heavy Support pour in from the corner of the area directly opposite the one you entered through. Take them out, and then head into that corner and through to the next room, which has a massive hole in the floor and a ramp leading down.

OPERATING ROOM

Approach the ramp, and Jack gets out of the Tank suit, completely weaponless. There are two GAC Assaults and an unarmed GAC Soldier in the operating room down here. Work with Shadow to take them all out.

Leave the operating room through the door marked "EXIT" and continue into a room with another huge hole in the floor and a sealed exit door. Approach the door to discover that it is locked. Shadow goes down into the hole in search of a key.

The Ruins

There is only one enemy on the lower floor of the ruins beyond the sealed door, a patrolling GAC Scout. Slip through a glowing blue hole in the wall in Sneak Mode and stalk him to eliminate him with a Stealth Kill.

Next, go to the far corner of the ruins and climb the stairs to reach the upper level, where four enemies have their weapons trained on the other side of the sealed door, waiting for Jack.

Sneak up behind them one by one and eliminate them with Silent Kills. As long as you start with the ones closest to you and work your way forward, none of them will realize that you're there, and you should have no problem taking them all out.

The last enemy that you kill holds the keycard that opens the sealed door. Go up the glowing blue ramp next to the sealed door to return to Jack and open the door.

There is a weapon crate in the middle of the upper floor of the ruins that contains a GAC .338 Sniper Rifle and ammunition. Use it to pick off two distant GAC Dead-Eye snipers on the bridge leading to a lighthouse.

Killing the two bridge snipers brings one final wave of enemies into the ruins. Use Shadow to highlight them all. Once you eliminate the GAC Assault and two additional GAC Dead-Eyes, you have taken out the last of the GAC resistance. Only Redwater remains.

ATTACK THE GAC ALPHA BASE (3/3)

Once the ruins are clear, this objective is complete.

Redwater

ENEMIES

Redwater

WEAPONS AVAILABLE

Not applicable

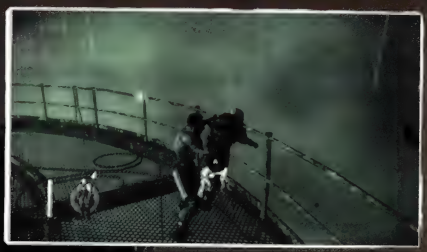
Pick your way through the ruins and out to the bridge that connects the island to the lighthouse that Redwater has retreated to. He has a defense turret set up to ambush Jack, but Shadow runs on ahead and attacks him. Shadow gets the worse end of the fight, but it's enough to send Redwater retreating to the top of the lighthouse. Follow him.

This final battle is very straightforward, and one way or the other, it will be over quickly. Redwater has a knife that he uses to execute deadly slashing combos. If he hits you with a combo and follows up with an additional attack, you're dead. You can't block the knife attacks; you can only evade them.

You also need to be careful of the revolving lighthouse beacon. If you stand directly in its light, you will be blinded, which can cost you the fight. However, the blinding light can also throw Redwater off of his game as well.

You can't do any serious damage to Redwater with only your fists. That means you have to get that knife away from him. The best way to do it is to dodge past one of his attacks—hold the block button and push the movement stick as he begins his attack to move past him.

This should let you come up behind Redwater and attack him. Hit him with a combo of at least 3 or 4 light and heavy strikes, but no blockbreakers. The disarm icon will flash on the screen for a fraction of a second.



Press the action button to disarm Redwater and seize his knife. Now you can inflict some heavy damage on him, but you have to be quick about it, or Redwater will disarm you and get his knife back.

While you hold the knife, your quick strikes will unleash left punches, and your heavy strikes will be knife slashes with the right hand. Push the attack and hit Redwater with combo after combo, and don't stop to block or dodge—just keep punching and slashing like a madman.

FINISH HIM

When Redwater's damage meter is full, the takedown icon appears on the screen. Press the action button to finish him off and complete the final mission.

Epilogue

After you receive your end-of-chapter bonus, you see the closing cinematic, which brings Jack, Faith and Shadow together in Blackhill Cemetery for Frank's funeral, which is officiated by an old friend from the original *Dead to Rights*, Prentiss "Preacherman" Jones.

CHALLENGE BONUS CATEGORIES

Clear Time Bonus: 3000 pts if <20 minutes; 0 pts if >50 minutes

Kill Variation Bonus: 1500 pts max

KILL BONUS CATEGORIES

Gun Kills: 500 pts for 10 or more

Shadow Kills: 500 pts for 10 or more

Melee Kills: 500 pts for 10 or more

STYLE BONUS CATEGORIES

Survival Bonus: 1500 if neither Jack nor Shadow is ever incapacitated

Headshot Bonus: 1000 for 10 or more

Takedown Bonus: 500 for 5 or more

Tag Team Bonus: 1000 for 5 or more

Counter Bonus: 500 for 5 or more

Stealth Kill Bonus: 1000 for 5 or more

BADGE REQUIREMENTS

Bronze: 3200 pts

Silver: 6300 pts

Gold: 9500 pts

SECRETS

Secrets and Unlockables

There are three categories of secrets and unlockables in Dead to Rights: Retribution:

- Each of the 10 chapters has 5 hidden badges to collect.
- Every chapter you complete unlocks artwork, cutscenes, video and radio broadcasts.
- There are also dozens of Xbox Live Achievements and PlayStation Network Trophies to earn over the course of the game.

Badges

There are 50 hidden GCPD badges for you to find and collect in the game, 5 per chapter. To collect a badge, all you have to do is stand near it until the badge icon appears in the lower right corner of the screen, and then press and hold RB or L1.

As soon as you pick up a badge, the game autosaves, so you will get credit for collecting the badge even if you fail to complete the mission. In fact, you can quit the game as soon as the autosave is complete, and that badge will remain in your collection.

MAKE IT EASY ON YOURSELF

There is no difference between collecting the badges on Cadet difficulty or collecting them on either of the higher difficulties. Once you've unlocked every chapter by beating the game once, you can speed back through the chapters where you missed a badge or two and add them to your total.

Badges are listed in chronological order, from the first one you encounter in each chapter to the last. Keep in mind that once you proceed past an area in a chapter, you may not be able to return to it, so collect the badges at your earliest opportunity.

CHAPTER ONE: STRIKEBREAKER

Badge #1

The first badge is in the entrance lobby of Temple Tower. After going through the metal detectors and getting a melee combat tutorial at the expense of some Union thugs, look on the opposite side of the lobby from the entrance to see the badge sitting on a padded bench against the wall.

Badge #2

The second badge is near the entrance of the Fatale Magazine offices. After getting your Focus Mode tutorial and rescuing the hostages, enter the offices and look for the badge on a desk to the left side of the room as you enter.

Badge #3

After you take the elevator up to the broadcast studio floor and save the cops from execution at the hands of the Union, keep an eye out for the third badge before you enter the reception area that leads to the metal detectors and the stairs going down to the broadcast studio. It's lying on the floor in front of a pile of couches.

Badge #4

Badge #4 is located at the bottom of the stairs leading down to the broadcast studio. After rescuing the four hostages from the Union gunmen, look under the stairs in a corner of the room to find the badge on the ground.

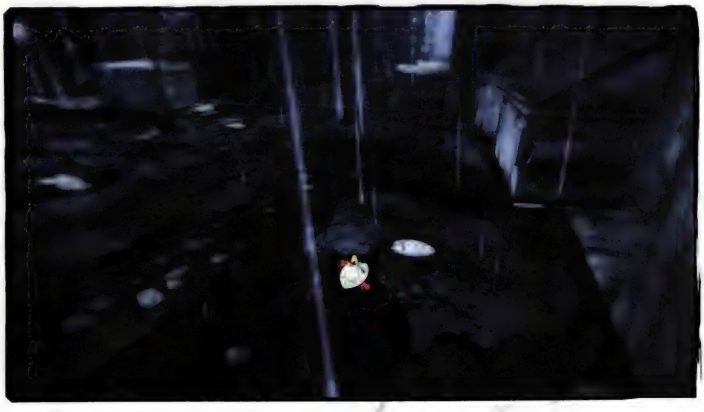
Badge #5

The fifth and final badge of the chapter can be found on the gantries near the end of the chapter. After eliminating the final two enemies (a Union Sniper and a Union Soldier), look for the badge on top of a metal barrel.

CHAPTER TWO: SHADOWBOXING

Badge #1

This is the first badge that you can collect with Shadow. Look for it on the right side of the alley near some dumpsters just after you take control of Shadow and slip through the hole in the locked gate at the start of the chapter.



Badge #2

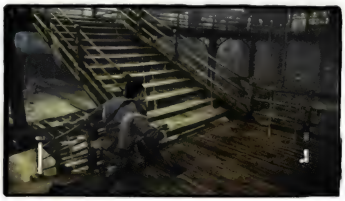
The second badge is hidden in a small room near the Union guard who holds the key to the locked gate in the first warehouse. After getting the key from the guard, go through the small opening in the adjacent room to find the badge on the ground next to some shelving.

Badge #3

After you leave the first warehouse that the Union configured as a training ground for the Temple Tower attack, look carefully at the ground in the middle of the courtyard that separates the first training warehouse and the second one. The third badge blends in well on the rain-slicked cement, but the courtyard is small enough that it shouldn't take you long to find it.

Badge #4

During the SWAT shootout with the Union, run up on the wooden walkway and turn right to find the fourth badge lying on the walkway near a crate and an explosive gas canister. It is recommended that you go for this badge at the start of the SWAT battle, as this is when the Union resistance is at its weakest.



Badge #5

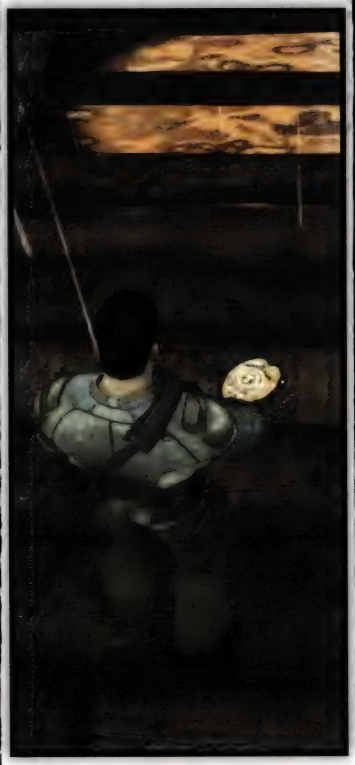
The final badge of the chapter is found during the Black Hand chase. After you defeat the Union Heavy Support and run up the red ramp to the next area, look for the badge on the ground near a red Grant Pacific shipping container and a yellow forklift.

CHAPTER THREE: OFF THE RAILS

Badge #1

When you first enter the street battle between the GCPD and the Black Hand Triad, run directly across the street from the alley that you enter it through. The badge is lying on the ground just past a GCPD police car.

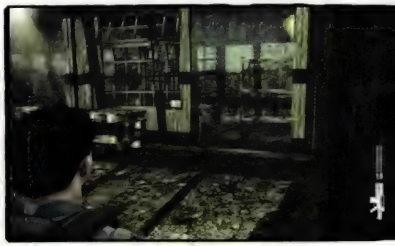
Badge #2



The second badge is hidden in the area under the light rail overpass where you face two Black Hand Executioners. Look for a short staircase on the left side of the area that leads down to a small wooden dock. The badge lies on the floor of this dock.

Badge #3

In the building after the light rail overpass, look in the tiny room near the shelf with the two RPG launchers on it. The third badge of the chapter sits in the middle of the floor of this room.



Badge #4

Following the cinematic where Tseng executes the GCPD cops, you have to eliminate Tseng's remaining henchmen in the room. When the room is clear, look on the table to find a big pile of Tseng's drugs and the fourth badge of the chapter.

Badge #5

The last badge of the chapter is in the fourth train car at the end of the chapter. If you lose count of how many cars you've been through, look for the badge in the second half of the first car after the open-air car.

When the second half of the car opens to reveal more enemies, you can find the badge hidden under a cardboard box on top of a crate in the middle of the car. Shoot the box (or take cover behind the crate and let your enemies shoot the box for you) to reveal the badge.

CHAPTER FOUR: END OF THE LINE

Badge #1

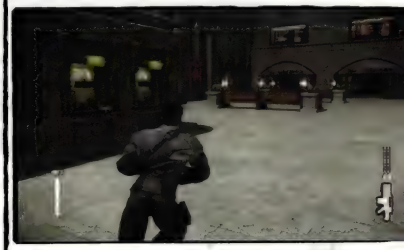
Don't even worry about looking for badges until you enter Grant Central Station's basement. The first one is hidden near the ambush point where you can shoot gas canisters to foil the Black Hand's trap. Look for it on the ground on the left side of the area just before the canisters.

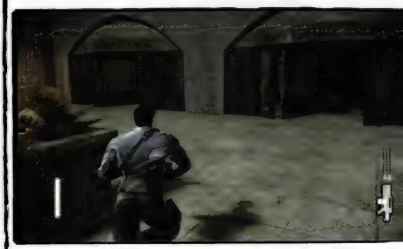
Badge #2

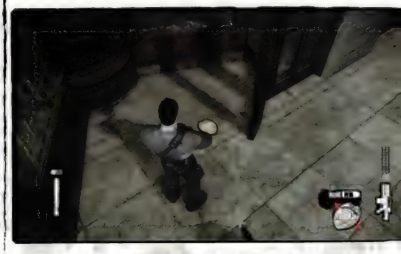
After you fight across the train platforms and reach the other side, turn left and look for a small room with open arched doorways. The second badge is in the middle of the floor of this room.

Badge #3

When you reach the ticket counters at the top of the stairs leading up from the train platforms, examine the revolving doors at the far end of the area to find the third badge on the floor in the doorway.







Badge #4

During the insanity of the battle in the main hall of Grant Central Station, make a small detour from your bomb disarming to find the fourth badge near a small pile of luggage. From the entrance, go down the right-hand set of stairs and make a U-turn at the bottom of them to find the luggage and the badge.

Badge #5

After you disarm all of the bombs in Grant Central Station but before you fight Tseng, you can find the chapter's fifth badge on a ticket counter. Look for it on a landing on the right side of the area beyond Grant Central's main hall.

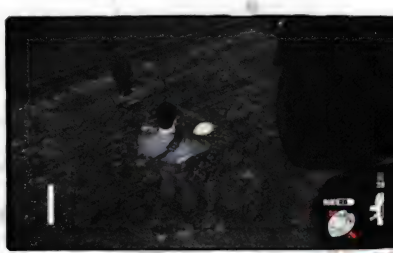
CHAPTER FIVE: SEVEN SIX FIVE

Badge #1

You can either pick this badge up when you are controlling Shadow at the start of the chapter, or when Jack retraces Shadow's steps a bit later on. Either way, it's on the ground outside of the main entrance to the dilapidated warehouse where Jack finds the evidence linking Temple and Redwater to Riggs.

Badge #2

The second badge is on the ground behind a GAC truck. Look for it after you escape the GAC ambush in the battle box but just before you enter the area where the GAC gunship appears.

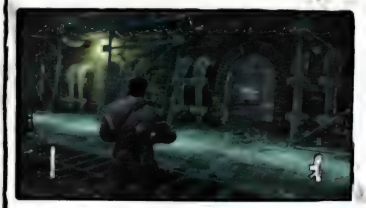


Badge #3

The third badge is located on the floor of the room just before the room with the elevator that takes you down into the sewers. Turn around as you enter the room's open doorway to see it lying on the ground next to the doorway.

Badge #4

Look for the fourth badge on the floor of the small room behind the first switch that you have to pull in the sewers to raise a submerged platform. It is right next to a weapon crate.



Badge #5

Between the second and third submerged sections of sewer pathway, there is an L-shaped alcove that contains a sniper rifle weapon crate. At the other end of the alcove from the weapon crate is the fifth badge, lying on the ground.

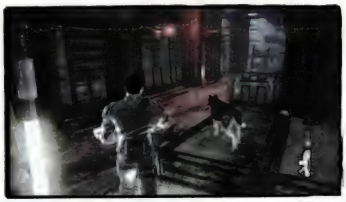
CHAPTER SIX: URBAN RENEWAL

Badge #1

The first badge of the chapter appears in the area around the first watchtower that you come to. When you enter the area, you have the choice of going left (clockwise) or right (counter-clockwise) around the perimeter of the area. Take the left-hand path to find the badge lying on the ground near the rocky wall.

Badge #2

You'll find the second badge in the tunnel that runs alongside the area with the first defense turret that you encounter. Look for it on the right-hand side of the tunnel (as you enter it), behind a crate.



Badge #3

After you defeat your first GAC Tank and clear out the garage that he comes out of, look near the truck in the far left corner of the garage to find the chapter's third badge, on the ground next to the truck's rear tires.

Badge #4

You can either pick up this badge when you are clearing out the area with the electrified fences as Shadow, or wait until you deactivate the generators and resume control of Jack.

Either way, the badge is on the ground just outside of the first building that you clear out with Shadow. As you exit the building, turn right and look for it next to the fence.

Badge #5

The final badge of the chapter is located just outside of Helipad 03. After you climb the stone stairs to reach Helipad 03, look behind the nearby row of crates to see the badge lying on the ground near the fence.

CHAPTER SEVEN: FRAME STORY

Badge #1

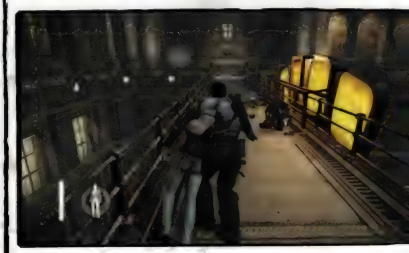
After you repel the first wave of GAC attackers in the bar, look in the corner of the bar that's directly across from the one that you start in. The first badge of the chapter is sitting on a table over here.

Badge #2

At the end of the first set of scaffolds that connect the bar to the rooftops, look behind the pistol weapon crate to find a badge lying on the ground.

Badge #3

The third badge is hidden at the end of the second skybridge that you cross, which leads to the hotel terrace. Turn left at the end of the skybridge to find the badge lying on the ground.



Badge #4

Once you get Faith to the hotel roof, look on the ground near the elevator to find the fourth badge of the chapter.

Badge #5

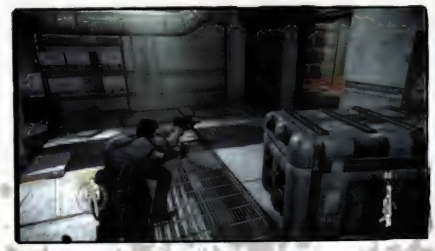
Once you descend all three ladders leading down from the hotel rooftop, you can find the final badge of the chapter to the left of the end of the wooden walkway leading from the bottom of the ladder to the rooftops.

CHAPTER EIGHT: ATONEMENT

Badge #1

The first badge of the chapter sits on the reception desk when you first enter Temple Tower from the roof.

Badge #2



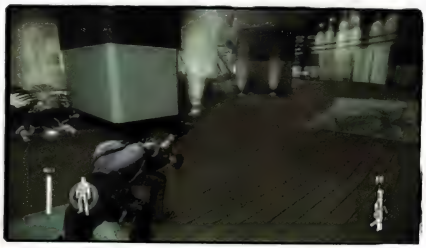
Once you take Julian Temple into custody and repel the first wave of GAC attackers in the penthouse, look for the second badge on the floor of the corridor that connects Temple's panic room with the elevator that leads down to the broadcast studio level.

Badge #3

When you reach the broadcast studio where Temple and Riggs put on their performance for the cameras, face the hole in the wall that Riggs used to make his escape. Examine the bleachers to your left to find the third badge sitting on them.

Badge #4

During or after the fight against the GAC helicopter gunship in the upper atrium, you can pick up the fourth badge from the ground near some ferns next to one of the pillars that you use for cover.



Badge #5

This is perhaps the most challenging badge to find and collect. You can see it from the elevator that takes you down to the lower atrium level, but reaching it is another matter. Once you reach the lower atrium level, go down the stairs to trigger the appearance of the GAC Tank, but do not fight the Tank—remember, if you defeat it, the chapter ends.

Instead, run *past* the Tank and continue running clockwise around the lower atrium's perimeter. This brings you to the other side of the stairs that you descended, which you could not access because of the wreckage of the GAC gunship. The badge is on this section of the stairs.

CHAPTER NINE: THE OLD-FASHIONED WAY

Badge #1

If you take the uncovered bridge to reach the side of the river with the 87th Precinct, run straight and left from the end of it past a taxicab to find the first badge of the chapter on the ground near the corner of a building.

Badge #2

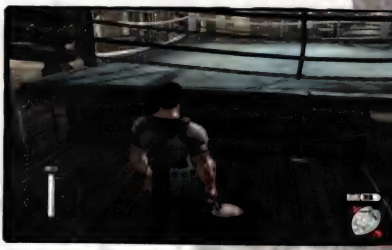
From the entrance to the lower floors of the 87th Precinct, turn left and walk toward a desk just past a partition, Turn left again as you pass the partition to see the second badge lying on the floor.

Badge #3

After Jack throws Julian Temple in a jail cell and frees the GCPD, investigate a small L-shaped office in the cells to find a badge lying on the floor between a desk and some filing cabinets.

Badge #4

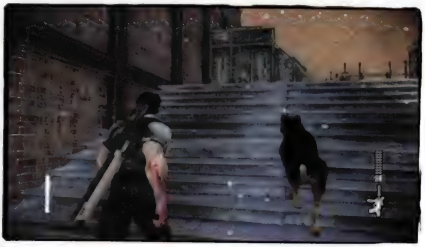
The fourth badge is located in the station gym. As you enter the gym, walk straight past the row of lockers near the entrance and look for the badge on the ground on the far side of the steps leading up to the boxing ring in front of you.



Badge #5

The last badge of the chapter is on the final section of the precinct rooftops. You have the choice to go through doors to the right or left to reach the roof; both lead to the same place, but it's easier to find the badge if you go through the right door (labeled R1).

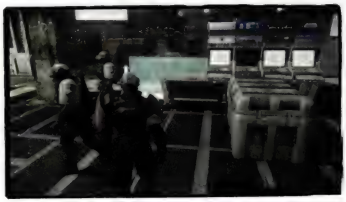
Go up the rooftop steps beyond the door, and look on the ground once you pass a diagonally sloped air conditioning unit. The badge lies in a small snowbank next to this AC unit.



CHAPTER 10: RETRIBUTION

Badge #1

The first badge of the last chapter is on a desk in the main hall of the GAC Alpha Base. Your only chance to pick it up comes immediately after Redwater's speech to the GAC; look to the right after the speech ends to find it. Jack is still disguised as a GAC Soldier, so you need to grab it quickly and fall back into line without blowing his cover, or you'll fail the mission.



Badge #2

You can pick up the second badge either just before you detonate the explosives that signal the GCPD to begin their attack, or after the rooftop sniping segment of the chapter. Either way, the badge sits on a bed inside the room with the GAC P1 Assault Rifle weapon crate.

Badge #3

Once the GCPD arrive in the main hall, you are able to leave through the door that Redwater escaped through. On your way to this door, look on the ground next to some stacked crates on the wooden walkway that leads straight to the exit. The third badge is here.

Badge #4

In the area immediately after the main hall and just before Jack gets his GAC Tank armor, you can pick up the fourth badge. It's on the floor at the far end of the area, next to a rusted green locker.

Badge #5

At the end of Jack's Tank rampage, he ends up in a dilapidated operating room. After defeating the enemies, look on the right side of the area (as you face the exit) near a work light that's aimed up at the ceiling. The final badge is on the ground next to the light.

Unlockable Artwork

Completing each of the game's ten chapters on any difficulty setting unlocks the following artwork.

Chapter One: Strikebreaker

ENVIRONMENT ARTWORK

- Temple Tower Plaza
- Temple Tower Lobby
- Temple Tower Atrium
- Fatale Offices
- 15th Floor Balcony
- Channel 23 Broadcast Studio

CHARACTER ARTWORK

- Jack Slate x3
- Union
- Emergency Services

CUTSCENES

- Enter The Heroes
- Faith Finds Jack At Phillies

Chapter Two: Shadowboxing

ENVIRONMENT ARTWORK

- Milton Docklands
- Dockland Cranes
- Union Docklands Yard

CHARACTER ARTWORK

- Shadow x3
- Frank Slate
- GCPD

CUTSCENES

- Jack Faces The Music
- Sparring Partners
- Frank Reprimands Redwater
- Death Of A Legend

RADIO

- Milton

Chapter Three: Off the Rails

ENVIRONMENT ARTWORK

- Ten-Double Zero
- Chinatown Study
- Chinatown Tenements
- 'Under El' Streetcar
- Railroad Battle Tunnel

CHARACTER ARTWORK

- Triad Extremists

RADIO

- Chinatown

Chapter Four: End Of the Line

ENVIRONMENT ARTWORK

- Grant Central Station Approach
- Grant Central Main Hall
- Grant Central Cloister

CHARACTER ARTWORK

- Black Hand
- Tseng

RADIO

- Grant Central

CUTSCENES

- Faith Fixes Jack

Chapter Five: Seven Six Five

ENVIRONMENT ARTWORK

- Milton Freight Depot
- Milton Freight Lines
- Sewer Tunnels
- Milton Quayside

CHARACTER ARTWORK

- GAC Scout
- GAC Soldier

RADIO

- Riggs' Hideout

Chapter Six: Urban Renewal

ENVIRONMENT ARTWORK

- GAC Beta Base Approach
- Abandoned
- Infrastructure Foundations
- Utility Foundations
- GAC Beta Base
- Equipment Yard
- V88 Helipads
- Armoured Units

CHARACTER ARTWORK

- GAC V88 Black Wing
- GAC V88 Black Wing Details

CUTSCENES

- Union: Expendable
- Redwater Discovers The Truth

RADIO

- Beta Base Garage

Chapter Seven: Frame Story

ENVIRONMENT ARTWORK

- Phillies Bar Initial Sketches
- Phillies Bar
- Phillies Bar Windows
- Collierton Rooftops Initial Sketches
- Collierton Rooftop Neon

CHARACTER ARTWORK

- Faith Sands

CUTSCENES

- Faith Confesses

Chapter Eight: Atonement

ENVIRONMENT ARTWORK

- Temple Tower Heliport
- Temple Tower Heliport Lobby
- GAC Infiltration
- Temple's Penthouse Initial Sketch
- Temple's Penthouse

CHARACTER ARTWORK

- Julian Temple
- Temple Guard

Chapter Nine: The Old-Fashioned Way

ENVIRONMENT ARTWORK

- Precinct Park Square
- Precinct River Bridges
- The 87th
- Precinct Front Desk
- Precinct Interiors
- Precinct Hall
- Training Hall
- Rooftop Fight
- Subway

CHARACTER ARTWORK

- GAC Tank
- GAC M8 Hammer

RADIO

- 87th Precinct Boxing Ring

Chapter Ten: Retribution

ENVIRONMENT ARTWORK

- Danvers Island
- Danvers Island Approach
- Hospital Corridor
- GAC Alpha Site
- GAC Command
- Danvers Island Utility Yard
- Lighthouse Access Bridge
- Showdown
- Another Posthumous Goodbye

CHARACTER ARTWORK

- Preacherman
- Redwater

CUTSCENES

- Shadow Saves His Master
- The End Begins
- Arrest Is Not An Option
- Honoring A Hero

VIDEO

- Vertical Slice Video
- Concept Animation: Combat and Gunplay
- Concept Animation: Shadow Attack
- Concept Animation: Hostage Mode/ Human Cover
- Environment Demo
- Top Level Concept Video

Trophies and Achievements

The following 50 Xbox 360 Achievements and 51 PlayStation®3 Trophies are available in *Dead to Rights: Retribution*.

For chapter-specific tasks, refer to the walkthrough for assistance. For help meeting technique-specific goals, flip back to the training section of this guide.

Name	Description	Xbox Gamerscore	PS3 Trophy	Notes and Tips
Once bitten	Clear a path for Jack	15	Bronze	Complete Prologue
Protect the innocent	Save the hostages	15	Bronze	Earned in the course of Chapter One
Shadow... keys	Help Jack and Frank into Milton	15	Bronze	Earned in the course of Chapter Two
Man's best friend	Acquire Shadow	15	Bronze	Earned in the course of Chapter Three
Commuter disruption	Cause the train crash	15	Bronze	Complete Chapter Three
Guard dog	Protect Jack from the Triads	15	Bronze	Earned in the course of Chapter Four
Apparently I CAN kill you	Defeat Tseng	15	Bronze	Complete Chapter Four
Fetch!	Find a way to get Jack through the gate	15	Bronze	Earned in the course of Chapter Five
The battle, not the war	Escape from the GAC	15	Bronze	Complete Chapter Five
Canine fodder	Shut down the electric fences	15	Bronze	Earned in the course of Chapter Six
Air traffic control	Destroy the choppers	15	Bronze	Earned in the course of Chapter Six
Keeping Faith	Rescue Faith	15	Bronze	Complete Chapter Seven
Just gimme the bottle	Get Jack to the bar in one piece	15	Bronze	Earned in the course of Chapter Seven
GAC hawk down	Take out the Gunship	15	Bronze	Earned in the course of Chapter Eight
Throw away the key	Imprison Temple	15	Bronze	Earned in the course of Chapter Nine
Run out of town	Repel the GAC	15	Bronze	Complete Chapter Nine
Dog of war	Complete Level 10 Shadow Section	15	Bronze	Earned in the course of Chapter Ten
Doing it the ol' fashioned way	Defeat Redwater	15	Bronze	Complete Chapter Ten
Just like Dad would have done	Complete the game on any difficulty level	15	Bronze	
Best cop this city's ever had	Complete the game on OFFICER difficulty	25	Silver	
Retribution	Complete the game on DETECTIVE difficulty	50	Gold	
Crossing the line	Defeat the Enforcer with a Takedown	15	Bronze	Chapter One is your only opportunity to earn this.
Shown the ropes	Complete the fight with Frank	15	Bronze	Finish the boxing ring tutorial at the start of Chapter Two
Shad-owned	Perform a silent kill with Shadow	10	Bronze	You should achieve this without difficulty in Chapter Two.
Smile, you son of a...	Take out a GAC Tank	10	Bronze	It is almost impossible to avoid earning this in Chapter Six.
That's what you gets!	Kill an enemy by knocking or throwing him off a ledge	10	Bronze	Chapter One has several opportunities for this in the upper atrium and gantries.
Got your GAC	Take a GAC hostage	10	Bronze	Your first opportunity to earn this comes in Chapter Five.
Get ready for a surprise!	Leap over and kick an enemy from cover	10	Bronze	Chapter One has several opportunities for this in the upper atrium and gantries.

Name	Description	Xbox Gamerscore	PS3 Trophy	Notes and Tips
Dog tag	Perform a tag team kill with Shadow	10	Bronze	Chapter Three is your first opportunity to earn this.
Scrotality	Perform a Shadow groin takedown	10	Bronze	This is a fairly random event, but you can't earn it with a Stealth Kill.
Head banger	Open 10 doors with a hostage head	10	Bronze	Julian Temple is good for several of these in Chapter Nine.
Crime and punishment	Perform 50 takedowns	15	Bronze	To earn this, stick to melee combat as much as possible, and be ready to press the action button as soon as you land a solid combo.
Dog's dinner	Perform 50 shadow kills	15	Bronze	Kills that you perform while controlling Shadow and kills that you order Shadow to make while controlling Jack count toward this total.
Bring a gun to a fist fight	Perform 50 disarms	15	Bronze	Disarming Union and Black Hand enemies is easier than disarming GAC foes, so try to earn this before Chapter Five if possible.
It's all in the timing	Perform 50 counters	15	Bronze	Timing is everything. For tips on how to counter effectively, refer to the training chapter of this guide.
Featherweight	Perform 200 3-hit combos	10	Bronze	1, 2, 3 (Light-Light-Light) is an extremely versatile and effective combo, and it will earn you this in no time
Heavyweight	Perform 100 5-hit combos	20	Silver	Front Line (Light-Light-Light-Heavy-Blockbreaker) is great for earning this.
Shadowboxing	Dash evade 50 strikes	10	Bronze	You can rack these up quickly when facing melee expert enemies (Union Enforcer, Black Hand Warrior, GAC Assault)
The price of justice	Collect 25 cop badges	10	Bronze	Refer to the list at the start of this chapter for their locations.
Honor the dead	Collect 50 cop badges	30	Silver	Refer to the list at the start of this chapter for their locations.
Brawler	Complete a level (excluding the Prologue) without firing a shot	50	Silver	Chapter Two is your best opportunity to earn this, since you don't use firearms for the first half of it anyway.
Shhhhh	Complete any level with 10 stealth kills, on OFFICER or greater difficulty	25	Silver	Chapters Two, Five and Six are ideal for earning this.
Finish him Shadow!	Combine Jack and Shadow to kill 20 enemies in any level, on OFFICER or greater difficulty	25	Silver	Not only is this good general strategy when facing GAC enemies, they're also tough enough to survive each of your attacks long enough to get credit for the tag-team attack.
Boom!	Get 30 headshots in any level, on OFFICER or greater difficulty	25	Bronze	Chapter Five is a great opportunity to earn this, since there are a number of sniper rifles in the sewers for you to use.
Got your back	Complete a level without Jack or Shadow dying (levels 3-10)	30	Silver	Easier said than done, but note that you can earn this on Cadet difficulty.
Perfect balance	Achieve maximum VARIATION BONUS on any level (excluding the Prologue)	30	Silver	Mix up your attacks with a good balance of Shadow kills, melee kills and ranged kills
First at the scene	Achieve maximum CLEAR TIME BONUS on any level (excluding the Prologue)	30	Silver	Your best bet for earning this is to pick a straightforward, combat-heavy chapter (like Chapter Seven, Eight or Nine) and play through it as fast as you can on Cadet difficulty. Ignore enemies that you don't have to eliminate in order to continue.
Medal of merit	Bronze rating on every level	25	Bronze	Refer to the end-of-chapter bonus breakdowns in each walkthrough chapter for bronze requirements.
Medal of bravery	Silver rating on every level	50	Silver	Refer to the end-of-chapter bonus breakdowns in each walkthrough chapter for silver requirements.
Medal of valor	Gold rating on every level	100	Gold	Refer to the end-of-chapter bonus breakdowns in each walkthrough chapter for gold requirements.
Platinum Trophy	Collect all the game's Trophies	n/a	Platinum	This is only available in the PS3 version of the game.

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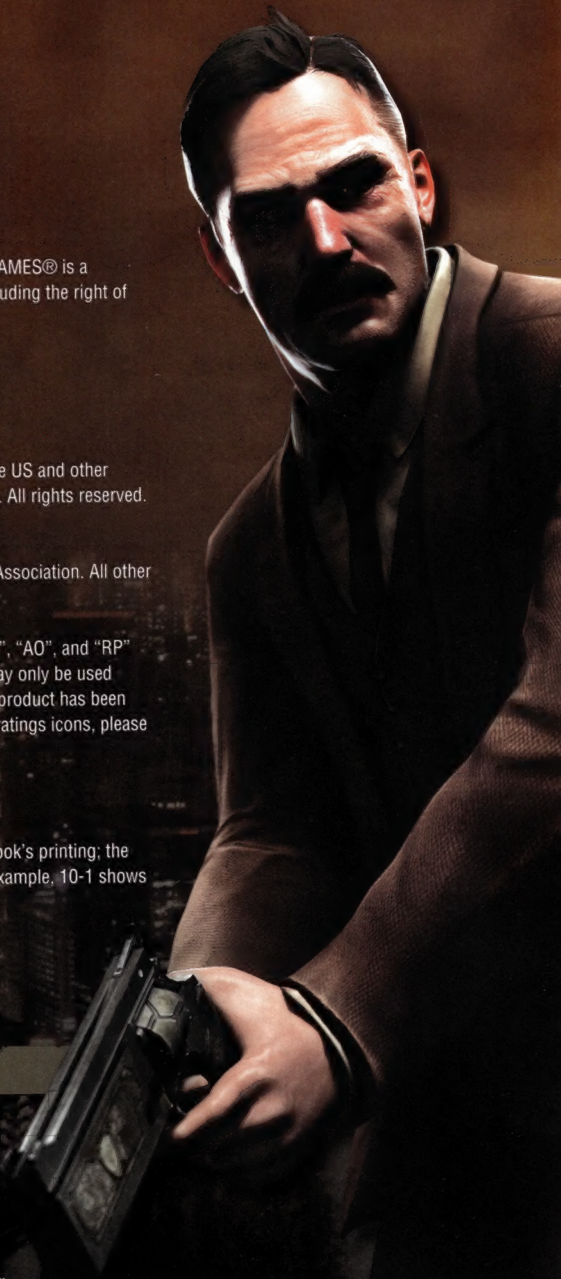

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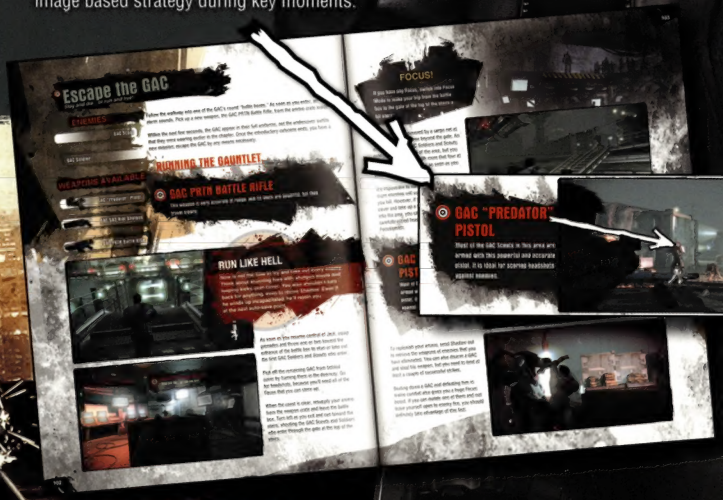

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